

DRAGON QUEST

TM

The Journey of the Cursed King

THE COMPLETE OFFICIAL GUIDE



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THUMB INDEX

The tab on the right-hand side of each double-page spread helps you to quickly find your way around the guide. The top section lists the individual chapters and the lower section highlights which part of the chapter you are currently reading.

INDEX

If you are looking for a particular piece of information, consult the keyword Index starting on page 230. This list will show you at a glance which pages contain the information that you are looking for.



FOLDOUT PAGE

The handy foldout at the back of the guide provides an overview of the icons used in the guide and what they represent. The world map, complete with region names and page references, facilitates quick access to the Walkthrough.



The game screenshots are shown in 16:9 ratio; this format differs from 4:3 ratio.

How to play

Chapter



How to play

This chapter explains everything you need to know about playing the game. To benefit those readers who are playing an RPG for the first time, we begin with a detailed introduction that guides you step by step through the start of the game. If you are an experienced RPG veteran, you will also find some useful information on the features in Dragon Quest, including the four characters' individual spells and abilities (described in the Character section later on).

STARTING THE GAME

I. SYSTEM SETTINGS

When you first load the game, after the memory card check you will be asked to specify certain system settings (Fig. 1).

- **Screen Size:** Is your screen in the classic 4:3 format or do you use a 16:9 widescreen display?
- **Sound:** In the Sound menu, you can set the volume of the background music (BGM), sound effects (SE) and speech (Voice). You can also switch the sound from Stereo (default setting) to Monoaural.

Use the directional buttons or the left analog stick to select a settings option and press **□** to go to the next menu where, again, you can use the directional buttons or the left analog stick to make your selection and then confirm your choice. You can change these settings at any time during the game (see page 15).

Default button assignments

Use the directional buttons or the left analog stick to move the pointer around in the menus (Fig. 2). **□** is generally used to confirm a selection and **Ⓐ** or **Ⓑ** can be used to cancel a selection (or to return to the previous menu).

2. ADVENTURE LOG

Press **START** to go to the menu, where you have three options (Fig. 3):

- **Continue your adventure:** If you have been playing and have saved a game, you can continue from here.
- **Create a new adventure log:** Create a game here to start playing from scratch.

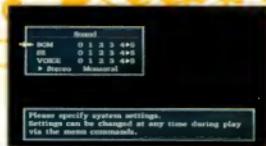
3. ENTER A NAME

Once you have chosen Create a new adventure log, you must name your (male) main character (Fig. 4). Your hero's name can contain between 1 and 8 characters. This guide always refers to the main character as "the Hero". You can skip directly to the End button by pressing **START**. Now confirm your choice. You can now save the adventure log you have just created. Select No if you don't wish to save, but want to start the game anyway.

Note: The asterisks in the name field will not be visible in the game, and need not be deleted. Do not insert any spaces after the name, as these gaps will be included as part of the name.

4. PROLOGUE

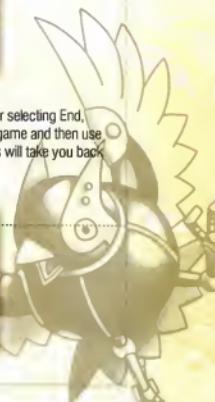
At the end of the intro (which you can't skip) you take control of the Hero. Press a button or move the analog stick to make him stand up. A Help window will now appear (Fig. 5) on screen showing the default controller configuration, enabling you to familiarise yourself with the controls (see pages 7-8).



- **Delete an adventure log:** If you have been playing and need space to save a new game, you can delete any unwanted previously saved games here.



If you want to change your character's name after selecting End, you must first confirm that you want to save the game and then use **Ⓐ**/**Ⓑ** to cancel the memory card selection. This will take you back to the menu.



This opening sequence is purely for the purposes of experimentation. You're not under any pressure, so feel free to take your time. You can do what you like in the glade, but Yangus will call you back if you try to cross the bridge and leave the camp. Talk to Yangus when you have finished trying things out. This chat with your chubby chum will herald your first taste of combat (see below)!

Note that the following always applies in dialogue: if you press a button or move the left analog stick at the end of a section of text,

5. THE FIRST TASTE OF COMBAT

After you have spoken to Yangus, you will be attacked by three monsters. These blue slimes are the weakest enemies in the game and can be defeated very easily. The following four options are available to you as this round of battle commences (Fig. 6):

- **Fight:** As the saying goes, "attack is the best form of defence". This is always true when fighting slimes.
- **Flee:** You can normally use this option to try and run for it, but it won't work in your first battle.
- **Intimidate:** Any attempt to use threatening behaviour in the hope that the enemy will be scared off is doomed to failure here.
- **Tactics:** You can determine your basic battle strategy in advance by having Yangus fight automatically. (More of this later.)

Note: Detailed descriptions of these combat options follow on page 16. Select Fight, then choose from one of the six possible actions that appear for the Hero and then for Yangus. Currently you have neither Abilities nor Spells, and have no items apart from your basic equipment. The Defend and Psyche Up actions will be equally useless, so opt for Attack (Fig. 7).

You now witness the clash between your warriors and the monsters (Fig. 8), in which you may sustain a couple of hits that set you back a few HP. Keep fighting until all the slimes are defeated. You can now collect your spoils: you receive experience points and gold coins (this happens after every successful battle). The hapless slimes also leave an item behind (although this is generally a random occurrence): a medicinal herb. After this exciting encounter, you proceed to Farebury.

you will move on to the next dialogue box. If you press **Ⓐ** while text is appearing within a dialogue box, all of the text for that box will appear at once, but the dialogue will not skip to the next box until you have pressed a button or moved the analog stick once more. This ensures that you don't miss anything important.



06



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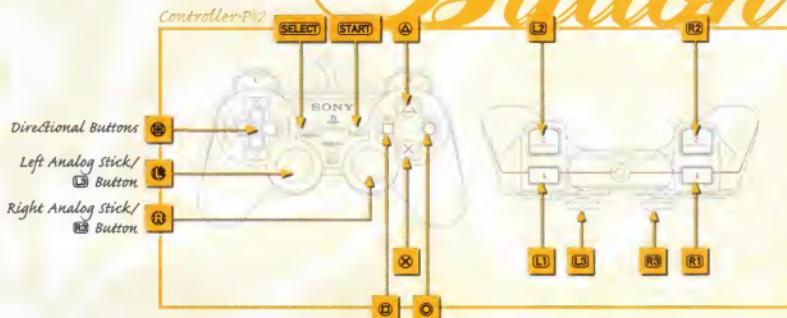


08



CONTROLS/BUTTON ASSIGNMENTS

Button



CONTROL	FUNCTION
Ⓐ	Walk/run; change selections in the menu To run, hold down the Ⓐ button while you are walking
Ⓑ	Run; change selections in the menu If you want to move slowly, gently push the stick
ⓧ	Carry out an action; confirm selection in the menu The standard button for confirming an action is ⓧ, which can be used for a range of moves depending on the situation. Use ⓧ to open doors, chests and cupboards, start conversations, pick up and throw barrels and pots, jump into wells and climb up ladders and ropes. You can also use ⓨ (push down the left analog stick)
Ⓜ	Open the main menu Ⓜ opens the main menu, where you can manage your equipment, select spells and much more (see pages 12-16). You can use both Ⓐ and ⓧ to confirm your selections in the menus
Ⓓ	View the map Use ⓒ to look at the map of the area (see page 11). This option is not available until you enter your first town. As with Ⓐ, this button can also be used to cancel a selection or close the main menu
Ⓐ	Use Ⓐ in the menus to cancel a selection or return to the previous menu, or to close the menu. You can also use the ⓨ button to do this
Ⓐ	Cancel selection Hold down Ⓐ while using the directional buttons to run. Press Ⓐ during dialogue to advance more quickly through the text
Ⓛ / Ⓨ	Rotate view left/right Use Ⓨ/Ⓛ to make the character turn left or right on the spot. You can also use these buttons in the main menu (see pages 12-16) to toggle between the four submenus
Ⓑ	Change camera angle The right analog stick serves a similar function to Ⓨ/Ⓛ; it rotates the camera around the Hero. The difference here is the direction: in the default setting, push the stick to the right if you want to look left. Moving the analog stick up or down moves the camera angle up or down
Ⓛ	Shift camera behind player character Press this button to return the camera to its starting position behind the Hero
Ⓜ	Toggle first-person view Press ⓒ if you want to view the environment from the Hero's perspective. You can neither move him nor access the menu from this view, but can look around using the analog sticks. Press ⓒ or one of the other buttons to return to the default view. ⓒ fulfills the same function (press the right analog stick)
SELECT	Open the Battle Log This menu contains statistical data on the battles you have fought, and the various monsters and items you have come across. To begin with, only the few items the Hero carries with him are listed. (See detailed info on page 15). In some menus SELECT can be used as well as Ⓐ to cancel a selection
START	Talk to your companions See what your party members have to say by pressing START to open the party talk screen, and moving the analog stick then pressing ⓧ to address a selected character. This option is not available in the opening scene. Talking to your companions can prove a useful tool if you don't know what to do next (this won't happen if you use the guide, of course), or if you have lost the thread of the current task after a period of time away from the game. Or, indeed, if you are simply pining for a snippet of Yngus's cockney witcrisms, or enjoy watching Trode fume!

MOVING AROUND IN 3D

If you are playing an RPG in a realistic 3D environment for the first time, you should start by familiarising yourself with how the camera works. Basically, the virtual camera is behind the Hero, and the character's movements are always relative to the camera's field of vision.

While you are using the left analog stick (or the directional buttons) to move the Hero (Fig. 1), you can also use the right analog stick to change the camera angle. However, as the direction of movement depends on the field of vision, you can also use the right analog stick to influence the direction of movement. This may sound confusing, but it is quite easy to do when you try it:

Hold the left analog stick down and slightly forwards and, as you do this, move the right analog stick to the left or right. You will observe that this changes the direction of movement, while you continue looking in the direction in which you are going.

INTERACTING WITH YOUR ENVIRONMENT

Nothing will happen if you simply press **⊗** the moment you get control of the Hero for the first time, but if you go and stand next to a barrel, you can pick it up using **⊗** (Fig. 2). You won't be able to run fast when carrying a barrel. Press **⊗** again to smash the barrel on the ground (it is not possible to put it down gently).

Go up to Trode, the green gnome-like creature, and press **⊗** to talk to him. The good fellow will say very little at this moment in the game. Enjoy the peace and quiet while it lasts...

OPENING THE MAIN MENU

Pressing **⊕** opens the main menu (Fig. 3) containing the following submenus: Items, Magic, Attributes and Misc. (see all the details on the different menus from 12 onwards). You can experiment with the various functions, but please remember to avoid selecting Discard when examining the Hero's items. Once you have thrown something away you can't get it back, and losing equipment will make your first forays in the game unnecessarily difficult.



IN THE TOWN

In the town

In towns such as Farburey you can buy items, rest overnight, and talk to the townsfolk. Press **Ⓐ** to call up a map showing all the important places. (Read more about maps on page 11.)

The most important starting point is the church, the only place where you can save your game.

CHURCHES



Speak to the priest in the church; his style of dress makes him instantly recognisable. He will offer you various options:

- **Confession (Save):** Save the current game.
- **Divination:** Find out how many experience points you must collect to progress to the next level.
- **Resurrection:** Your fallen comrades can be brought back to life...in return for a generous donation!
- **Purification:** Poisoned characters can be healed...at a cost.
- **Benediction:** Curses can be lifted from equipment...for a fee.
- **Nothing:** Exit the menu.

After saving your game (or if you have chosen not to save your game), you will be asked if you wish to continue the adventure. The game will end if you answer "No", but you will be asked again to make sure!

Note: You can create up to 30 saved games per memory card.



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For the first few hours of gameplay, a visit to the church is the only way to bring dead characters back to life. The cost of Resurrection depends on the level attained by the fallen character: levels 1-4 cost 10G, after which the price increases!

You will rarely need to avail yourself of the Purification service to heal a poisoned character, as you can generally resolve the issue using antidotal herbs and other items or spells. It will be a long time before you come across cursed equipment, which can't be discarded, and therefore requires Benediction. You will of course be warned about such objects in the Walkthrough.

Note: It is not only priests who will attend to your needs in church. Nuns can also perform the full range of ministrations (Fig. 1). In fact, you'll find that it's not just churches that offer these services – they can sometimes even be performed outdoors (Fig. 2).

SHOPS



You can buy and sell items, weapons, etc., in shops (Fig. 3). Speak to the merchant and select Buy or Sell using left/right or **L1/R1**.



03



04

- **Buy (Fig. 4):** Most shops' range of goods is limited, generally consisting of 4-6 different items (the number is shown at the bottom left of the screen). Highlight an item and use left/right to increase the number that you want to buy, up to a maximum of 9.

To the right of the screen you will see how many of this particular item you already own. In the case of weapons and armour, you are shown which character can use a particular item and how this item changes the bearer's attributes. Once you have made your choice, you must decide who will carry your new acquisition. To save time, equippable items such as weapons, armour and accessories can be equipped immediately.

- **Sell:** When selling items, it doesn't matter what the merchant specialises in. You can sell any object to any merchant, except important items, which can't be sold anywhere, anytime! Remember that the sale price of goods is usually 50% of the purchase price (decimal places are rounded up).

Note: Identical items are always for sale at the same price, wherever you go. If, for example, you see a farmer's scythe for 910G, you won't find this weapon any cheaper in the next town. There is no such thing as a bargain in this game!



THE INN

At the inn you can stay overnight and recuperate for a price. It's worth it, as your HP and MP will be fully restored. You should therefore make regular use of the hotelier's services. Bear in mind that, unlike shops, the cost increases as you travel further afield.



THE BANK

You will occasionally come across banks on your travels (Fig. 6). You can deposit gold coins in banks. This can be very helpful, since if your party is ever wiped out in battle, they will lose half the gold they are carrying, but any gold in the bank will remain intact!

SEE THE SIGHTS

Whenever you enter a town for the first time, scour the place: look in every cupboard, smash every pot and take anything that isn't nailed down. This will have no negative consequences whatsoever, in fact, it is quite normal. The Walkthrough will tell you exactly what you can steal... er, take with you.

The following objects may contain useful items: treasure chests (Fig. 7), barrels (Fig. 8), pots (Fig. 9), cupboards (Fig. 10), bags and sacks (Fig. 11).

What you cannot take however, are weapons and armour which are openly displayed (Fig. 12). These are for decorative purposes only and of no practical use to you. You should also be sure to rummage in bookshelves (Fig. 13), where you will sometimes find helpful hints and recipe tips.

You can only take each object once, even though smashed barrels and pots reappear after you have visited another house or town.

On your walkabout you should also explore the wells (Fig. 14). These places are marked on the map for a very good reason (see the Secrets chapter on page 201 for detailed information). You should also speak to all the locals to learn useful information and maybe even pick up a few items.



MAPS

Maps

You can display a map of the area using . There are three types of map: town maps, dungeon maps and the world map.

Town (Fig. 1)

• This type of map is available whenever you are in a town. Icons show the location of shops, churches (where you can save games), inns, pubs, wells and banks. You can hide/display the icons by pressing the relevant button.

• A flashing red arrow marks your position on the map, and the tip of the arrow indicates your line of vision. If you are in a building, the arrow changes into a star. This star doesn't show your exact location, but indicates approximately the middle of the building.

Dungeon (Fig. 2)

• If you want to use a dungeon map you will first have to find it, as these are always hidden in treasure chests. Symbols mark steps, doors and the exit (ladders are also shown as stairs). Next to the name of the dungeon, you will see the name of the level you are on. Only the current floor is shown – you can't view the next one!

• Remember that the entrance is always at the bottom of the dungeon map. This means that the maps are not always orientated to the north, so be aware of this if you are trying to find your bearings with a compass.

World (Fig. 3)

• At the start of the game, you must do without the help of a world map. However, you will eventually acquire the map in the course of the game. This will happen automatically as the plot unfolds, so don't worry!

• Known places/towns are marked with a blue dot on the world map. Red dots indicate a dungeon. You can toggle between two views: a more detailed view of your current surroundings and an overview of the entire world.



01



02



03



DAY/NIGHT

Day/night

There is a discernible day/night cycle in Dragon Quest (Fig. 1, Fig. 2), which has more than just a visual effect on the game. The shops are closed at night in many of the towns, and most of the inhabitants are elsewhere – in the pub or at home in bed. Consequently, you will often receive a different reply (or even no reply at all) when you talk to someone at night.

The time of day doesn't just have an impact on town life: the countryside is also affected, with more dangerous monsters roaming the plains under cover of darkness. This is why, at least at the start of the adventure, you should only go out at night if you are well prepared. Be sure to save your game before you leave town.

On the subject of preparation, it's always a good idea to check your equipment before leaving town. To this end, let's have a "butchers" (as our friend Yangus would say) at the main menu.



01



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HOW TO PLAY

IN THE TOWN

MAPS

DAY/NIGHT

THE MAIN MENU

The main menu

Press **©** to open the main menu, which contains four submenus: Items, Magic, Attributes and Misc. Press left/right or **L/R** to toggle between the four categories, and confirm your selection by

pressing **⊗** or **◎**. Press **Ⓐ** to return to the previous screen or to close the menu. (Press **Ⓑ** to immediately close the menu.)

Items

The Items menu (Fig. 1) is where you manage all the goodies that your team has acquired during the game. The members of your team (up to four) are displayed on the left of the screen. On the right you can see the personal inventory of the currently selected character. The bag icon is shown on the bottom left, and your current total of gold coins is indicated at the bottom right of the screen.

Besides the characters' images, names and levels, you will also see their HP and MP depicted numerically (current/maximum) and graphically (red or blue bar).



PERSONAL INVENTORY

Each character can carry up to 12 items and equip up to five at one time, one from each of the following categories: weapon, armour, shield, helmet and accessory. When an item is equipped it is marked with a small "E"; if an item cannot be equipped, it is marked with a red "X" (Fig. 2).

When you move the cursor over an item, a description of its effects or appearance will appear at the bottom of the screen (Fig. 3). Additional information is also displayed directly below the inventory: the item name, category (e.g. item, weapon type, shield, accessory) and relevant attributes (e.g. a weapon's Attack power).

Selecting an item from the personal inventory calls up a menu with five options:

- **Use (Fig. 4):** Use an item immediately, i.e. ingest a medicinal herb or read a note. Items of equipment cannot generally be "used".

- **Transfer:** Move the item to another character's inventory or into the bag. Select the original character if you want to move the item to a different place in the personal inventory.
- **Equip/Remove:** Arm a character with a piece of equipment or remove it (the item remains in the inventory). If you want to use a particular weapon or shield in battle, you must first equip it. The same applies if you want to use a piece of equipment to boost a character's Defence, for example.
- **Discard:** Throw something away. Be warned that you cannot retrieve an item once it has been discarded. Certain important items (i.e. items essential for completing the adventure), cannot be discarded.
- **Nothing:** Close submenu (same function as **Ⓐ**).



BAG

Unlike the personal inventory, the bag's capacity is infinite. If you place more than 12 items in it, this simply starts a new "page" (Fig. 5). The only drawback of this magical container is that you can't access it during combat, as only items in the characters' personal inventories can be used.

You have three options when you select Bag:

- **View Bag's Contents:** You can look as well as touch. Once you have selected an item, you have four options: Use, Transfer, Discard and Nothing. If you want to equip something from the bag, you must first transfer it to a personal inventory.
- **Organise Items:** This option enables you to transfer all unequipped items carried by one or all of the characters to the bag in one go. Note that this includes healing items, but not certain other objects that can be used during combat, i.e. cheese or certain magic wands.
- **Sort Bag's Contents:** Sort the items in the bag by type or alphabetically. If you sort by type, "consumables" (such as medicines) are listed first, followed by alchemy pot ingredients (such as, er, cowpats), important items, weapons, armour, shields, helmets and accessories.



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EQUIP/TRANSFER EQUIPMENT

Highlight an item in your inventory. If equipping this item increases a particular attribute, the value will appear in green. In contrast, a red value indicates that the item will lower an attribute.

This information is straightforward for items which only affect one particular attribute (weapons = Attack, armour = Defence) (Fig. 6), but you need to bear in mind that some items can alter two different values at the same time, only one of which you will be able to see. Also, when swapping an equipped item for an item which raises a different attribute, you will only be informed of the increase in the attribute the new item affects, and not of the drop in another stat caused by unequipping the other item. For example:



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08

Magic

The Magic menu lists spells in the held magic category (Fig. 9), which covers all spells used for non-combative purposes. You are likely to visit this menu often if you use magic to heal your characters after a battle.

Select a character and highlight a spell. The effect of the spell is displayed at the bottom of the screen. The MP column on the right shows how many magic points the spell requires.

Some spells may involve additional choices – when you cast the

Your character is wearing the gold bracer accessory, which increases Defence by 4. You highlight an agility ring and see: Agility +15 (Fig. 7). Sounds good! However, you should bear in mind that equipping this ring instantly decreases your character's Defence by 4, because the gold bracer is automatically replaced by the ring.

When you transfer an item to another character (Fig. 8), you will be told if this item will increase/decrease one of the recipient's attributes (or if he or she cannot even equip the item).

You can place the item in an empty space or one that is occupied. The two items will be swapped with each other if the selected space is already occupied.



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ATTRIBUTES

There are five icons at the top of the Attributes screen indicating which items, if any, the character currently has equipped. Below this are the details of the character's status (Fig. 10):

- **Sex:** Male or female.
- **Strength:** This is the character's physical might. The higher the value, the more effectively the character can attack (see: Attack).
- **Agility:** Agility levels determine the order in which the characters and monsters engage in combat. A character/monster with a high level of Agility will attack earlier, and is able to evade certain attacks automatically.
- **Resilience:** Resilience is the character's stamina. The higher the value, the more the character can withstand enemy attacks. Feeble attacks may not inflict any damage whatsoever on characters with high Resilience (see Defence).
- **Wisdom:** Wisdom determines a character's magical abilities. This value does NOT influence the character's behaviour if you have enabled automatic tactics for battle.
- **Attack:** Attack is the sum of the character's Strength and their equipped weapon's attack power.
- **Defence:** Defence is the sum of the character's Resilience and the defensive attributes of their equipped armour, shield and helmet.
- **Exp:** Experience points are gained by defeating monsters. When you have accumulated a certain number, the character progresses to the next level and his or her attributes, and sometimes skill points, increase.
- **Skills:** The skills are depicted by five different icons. Each character can learn specific abilities (mainly to do with handling particular weapons).

The Strength, Agility, Resilience and Wisdom values increase as the character increases in level. Agility, Wisdom, Attack and Defence can all be boosted by equipping accessories.

The five skill values indicate how much a character has learned of certain special abilities. The first three values are individual weapon skills: Yanguus learns skills from the Axes, Clubs and Scythes categories. Fisticuffs (unarmed combat) is always fourth on the list, while the fifth value represents each character's personal strength, e.g., the Hero's Courage.

Attributes	
Hero	Male
HP 129/129	Strength 45
MP 52/52	Agility 30
Resilience 32	Wisdom 38
Attack 79	Defense 77
Experience 19018	
	Swords 8
	Spears 0
	Clubs 24
	Scythes 0
	Courage 17
Yanguus	
HP 144/144	
MP 20/20	
Resilience 37	
Attack 79	
Experience 19018	
Jessica	
HP 79/79	
MP 70/70	
Resilience 37	
Attack 79	
Experience 19018	
Angelo	
HP 97/97	
MP 57/57	
Resilience 37	
Attack 79	
Experience 19018	
Bag	

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Attributes	
Hero	Male
HP 129/129	Strength 45
MP 52/52	Agility 30
Resilience 32	Wisdom 38
Attack 79	Defense 77
Experience 19018	
	Swords 8
	Spears 0
	Clubs 24
	Scythes 0
	Courage 17
Yanguus	
HP 144/144	
MP 20/20	
Resilience 37	
Attack 79	
Experience 19018	
Jessica	
HP 79/79	
MP 70/70	
Resilience 37	
Attack 79	
Experience 19018	
Angelo	
HP 97/97	
MP 57/57	
Resilience 37	
Attack 79	
Experience 19018	
Bag	

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When you select a character's attributes list, you can access a further four pages of information. Selecting a spell or ability calls up a description.

- **Field Magic:** A list of all the non-combative spells that your character has learned.
- **Battle Spells:** A list of all the spells that can be cast during combat.
- **Battle Abilities:** Special abilities acquired by accumulating skill points that can be deployed in battle.
- **Traits (Fig. 11):** Abilities that are automatically applied in battle, acquired by accumulating skill points, e.g., an attack bonus on a certain type of weapon.



MISC.

This menu contains a variety of useful options (Fig. 12):

- **Heal All:** Instructs any party members that have learned healing spells to restore all characters to full health as efficiently as possible. Medicines are only used if all MP has been drained.
- **Tactics:** Corresponds to the battle menu (see pages 16-17). Select the strategy you want the character to employ independently in battle.
- **Line-up:** This enables you to specify the marching order of your party members. The first character on the list represents your party in the game, so if you are bored of looking at the Hero's back, select Yngus to lead the party or, better still, Jessica! Don't forget, however, that the two characters at the head of the party are attacked more frequently. Third position is considerably safer, and the character in fourth position is attacked the least.
- **Equipment:** This menu option enables you to change each character's equipment. All items in a character's personal inventory are listed in the five categories representing weapons, armour, etc.
- **Settings:** This allows you to change the settings that you selected the first time you loaded the game:

Screen Settings: 4:3 or 16:9.

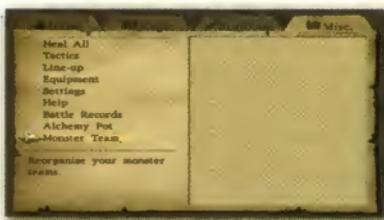
Sound: Select the volume for Voice, SE and BGM, and choose between Stereo/Monaural sound.

BATTLE LOG

Access this menu (Fig. 13) by pressing **SELECT** or selecting Battle Records in the Misc. menu. It contains a range of statistical data, such as your total playing time, the distance you have covered and the number of monsters you have defeated. If Trode is nearby, he will interact with one of his wise savions. You can also access a number of submenus:

- **Defeated Monster List:** This lists all the different types of monster that you have defeated so far. You can view the complete list (View all monsters) or sort them according to habitat or family. Press left/right to sort the lists by type or alphabetically. Order by Type lists the monsters in numerical order from No. 1, the common or garden slime, up to... well, you'll just have to wait and see! (The chapter containing details of all the monsters starts on page 68.)

The list (Fig. 14) shows not only how much EXP and Gold you acquire when you defeat one of these monsters, but also how many creatures of this type you have already defeated. If the vanquished beast has left an item behind, it will be listed under Items Obtained. This information also appears after 20 monsters of a certain type that have not dropped any items at all have been defeated.



Camera: U/D (up/down), L/R (left/right): you can switch from Standard to Inverted if you prefer to control the camera the other way round.

- **Help:** Enables you to access the windows that appear on screen when you first start playing, which provide information on Controls, Saving Your Progress, etc.
- **Battle Records:** This menu option takes you to the Battle Log, which contains statistics on defeated enemies, etc. You can also open the Battle Log directly from the field by pressing **SELECT**.
- **Alchemy Pot:** This menu option can only be accessed once you have reached a certain point in the game. This happens automatically as the plot unfolds, so you can't miss it. Further details on this invaluable piece of equipment can be found on page 63.
- **Monster Team:** Reorganize your monster team (see Secrets chapter page 202 for details).

When I was a young boy, it was considered somewhat hip to train hard and improve one's skills. . . .How the times do change, I think.

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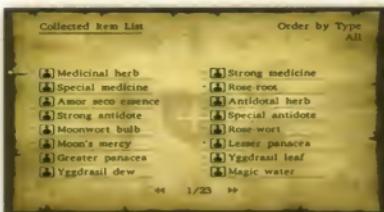


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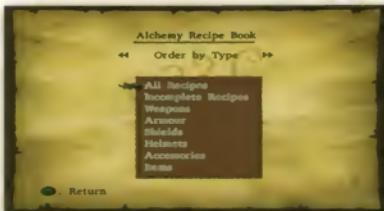
By pressing **(L)** or **(R)**, you can rotate the monster's image. Press **X** or **B** to view the monster in action.

Press down to move the cursor next to the name of any items listed under Items Obtained, and then press **B** to see a description of the item.

- **Collected Item List (Fig. 15):** Items that you have picked up at least once are listed here. You can view lists according to different criteria (Weapons, Armour, etc.), or simply peruse the full list of items. Press left/right to toggle between sorting the list by Type or alphabetically.
- **Alchemy Recipe Book (Fig. 16):** The Alchemy Recipe Book appears as soon as you obtain the alchemy pot. It lists all the recipes that you have acquired from books, during conversations or by simple experimentation. Selecting a recipe from the list takes you straight to the Alchemy Pot menu.



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IN THE WILD INTO BATTLE

Once you leave town, it won't be long before you are confronted by your first horde of monsters. These encounters are generally random, although their frequency and the combination of enemies are governed by strict rules. The most important thing is to always be prepared. In particular, try not to leave town until you have your full quota of HP and MP and take plenty of healing items with you. Make sure that you always have at least a small number of healing items in your characters' personal inventories in case you need to use them in battle. You should also always pack a chimaera wing in your bag to enable you to teleport back to town in an emergency. Sometimes you or your enemy may benefit from the element of surprise as battle commences, giving the opposing party little or no chance of retaliation.

The Hero and Yngus are little more than raw recruits at the beginning of the game, and are therefore bound to take a certain amount of damage during the first few battles. Let's start by having a look at the battle options in more detail:

- **Fight:** Normal combat (see below).
- **Flee:** You can attempt to flee, but whether you succeed is a matter of luck. If you fail to escape, the monsters will be able to freely attack you, so this option is not without risk. You will forfeit any EXP or gold coins if you flee from combat.
- **Intimidate:** This is an attempt to force your opponents to flee by making threatening gestures. Intimidation is more likely to work if the enemies are much weaker than you. Monsters that have been scared away sometimes leave an item behind, but

you will be awarded neither EXP nor gold coins if a monster runs away. If the monsters stand their ground in the face of your team's taunts, they may then turn the tables on you and strike back.

- **Tactics (Fig. 1):** You can have all the characters except the Hero fight automatically using pre-set tactics. (You can also access this menu from the Misc. menu.) Choose from the following options:

Show No Mercy: A full offensive. The main objective is to inflict as much damage on the enemy as possible. However, when faced with less powerful and weakened opponents, it is generally preferable to opt for a strategy that requires fewer MP.

Fight Wisely: This strategy favours actions that hamper the enemy by casting spells to render them Asleep, Confused or Paralysed.

Focus On Healing: The character concentrates on healing whenever a teammate's HP falls below 50%. The emphasis here is on keeping MP consumption low, boosting Defence and reversing status changes.

Don't Use Magic: Besides magic, no abilities that require MP are used. If you want to save your MP for later, this is the strategy for you.

Get Psyched Up: This strategy focuses on building up tension (to a maximum of 50), unless the opponent can be felled with a single blow. The character does not spend time on healing.

Follow Orders: Disables the automatic fighting mode and enables you to issue the commands yourself. This is usually the best battle strategy.



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02

THE MAIN MENU

IN THE WILD

FIGHT: BATTLE COMMANDS

Selecting Fight provides you with the following options (Fig. 2):

- **Attack:** Attack with the character's currently equipped weapon (or your bare hands).
- **Abilities:** Use a battle ability learned by accumulating skill points. Most abilities can only be used if you have enough MP. Furthermore, abilities tend to be linked to a weapon and can therefore only be used when the relevant weapon is equipped.
- **Spells:** Use a battle spell learned by accumulating skill points or by reaching a certain level. You can only cast these spells if you have enough MP.
- **Items:** Use or equip an item from the character's personal inventory. For example, you can use a healing item during battle to heal an injured character. You can also swap weapons if you are carrying a second weapon. This action does not count as a turn, so you can then select another action, such as launching an attack with the new weapon.

Remember: you can't use items in your bag during combat.

ATTACK: SPECIFYING A TARGET

If you have opted to attack, you generally need to specify a target (unless facing a lone opponent).

If you are using a weapon that only targets one enemy (e.g. a sword), proceed as follows:

A window listing the opponents opens to the right of the command window (Fig. 3). The list can take various forms: there may be several enemies of the same type in one group (e.g. slime x 3) or there may be a number of different types.

The cursor (a small dagger) automatically designates the first enemy as the target. If you want to attack a different enemy, press left/right (or up/down if there is more than one group). The monsters in a group always have a letter (A, B, C, etc.) after their name.

- **Defend:** The character adopts a defensive stance. Enemy attacks only inflict half the usual amount of damage during this turn. The effect can be enhanced by building up tension. This action takes effect immediately, so the damage inflicted is still halved even if the enemy attacks before you see your character go into Defend mode on their turn.
- **Psyche Up:** The character spends the turn building up tension. This increases his or her Attack for the next round.

One important point to bear in mind during combat is that you can easily reverse your decisions by pressing \textcircled{A} or \textcircled{B} and returning to the start of the strategy selection process. However, battle commences once you have made the selection for the last active character.



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There are also weapons that can damage an entire group of opponents, such as Jessica's whip. When using such a weapon, you need only specify the group as the target, rather than the individual enemies.

You can also launch a special whip attack where Jessica strikes twice: the Twin Dragon Lash (Fig. 4). Each lash of the whip targets one member of the group, but you cannot specify a particular victim. So, for example, both lashes could target one monster, or each one could hit a different enemy.

The Hero's boomerang is a particularly useful weapon as it targets all enemies, even when they are divided into groups (Fig. 5). The drawback with this weapon is that the damage inflicted in normal attacks decreases as the boomerang moves from left to right, so the first enemy is hit with the full force of the weapon, while in larger groups the last monster hardly feels a thing.

Let's assume that you haven't specified an enemy as the target, and that all four characters will therefore attack the first monster that confronts them. Let's also assume that the first attack defeats the monster. What happens to the other three pending attacks? The subsequent attacks simply target the nearest surviving monster, so no strike is wasted.

Why is it important to launch a specific attack rather than lashing out wildly? Simple: you should be trying to defeat your opponents in as few rounds of combat as possible. The less opportunity the enemy has to attack, the less damage your characters will sustain, so you should always adapt your strategy to the current situation and be aware of certain factors. How many hits are required to defeat your opponents? Which characters usually



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attack first, or last? Do your adversaries include creatures that don't attack on every turn? Does one of your enemies have the annoying habit of summoning other monsters to its aid? All these factors should help you decide how best to proceed in battle.

ABILITIES & SPELLS

As practically all abilities and spells use MP, these special actions have a limited availability. You must be very careful not to use up your magic points too quickly, as you could eventually be left with nothing but conventional methods of attack.

You should ensure that you use special abilities specifically where they will be most effective. Many abilities are associated with additional effects, such as the ability to paralyse enemies, so any such abilities should only be used if the enemy you are targeting is susceptible to them.

The use of spells is just as complicated, as magic is not designed solely to harm enemies. There are numerous support spells for increasing the characters' Defence, Attack or Agility (Fig. 6).



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The careful use of such powers at an opportune moment could mean the difference between victory and defeat.



PSYCHE UP/TENSION

The first time that you build up tension (Fig. 7), the value increases by 5 points. The second time it rises to 20, and the third time to 50. This is known as a state of high tension and is the maximum tension level, at least at the start of the game. You may achieve a value of 100, known as super high tension, later in the game. Building up tension means that you can launch a more vicious attack in the next round.

TENSION	STRENGTH
+5	170%
+20	300%
+50	500%
+100	750%

Opting to defend while in a state of tension increases your Defence.

TENSION	DAMAGE
+5	30%
+20	17%
+50	10%
+100	7%

LEVEL UP

If you have accumulated enough experience points to move up a level, the character's attributes will improve. The level system is not random, but follows a set pattern. The characters also learn new spells when they reach certain levels. Things become more complicated from Level 4 onwards, when you are also awarded skill points and have to decide which skill you want your character to master (Fig. 8). Full details on this subject and a number of tips can be found in the section following this chapter.

In addition to progressing normally via the levelling up system, you can increase status values by using particular items: various seeds can be used to boost Strength, Wisdom, etc., or to increase your maximum HP and MP values. Skill seeds are

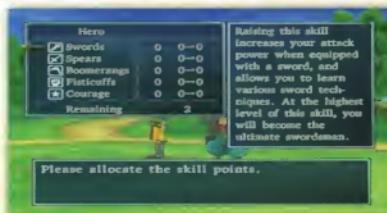


07

Magic spells are also affected by tension: for example, restorative spells such as Heal become more effective.

The increased tension is expended and reduced to zero when the action (Attack, Defend or Spells) is carried out, but remains unaffected by the use of items.

Looking at the first table, you will notice that increasing tension may not always be to your advantage. If you spend one turn building up tension and attack in your next turn, you will inflict a damage level of approximately 170%, whereas two normal attacks would easily have inflicted 200%. To make matters worse, some enemies are capable of launching special attacks which reduce the tension value of your characters to zero. In other words, the Psyche Up command isn't something to use against just any old enemy, but should be reserved for special occasions. As you gain experience in the game, you will quickly develop a feel for situations where increasing tension may be beneficial.



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particularly rare and enable you to distribute extra skill points.



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INFAMOUS MONSTERS

If you see a monster in the field (Fig. 9), you are advised to proceed with extreme caution, as it will be one of the infamous monsters. These creatures are always found in the same location. They are formidable opponents and are likely to chase after you if they spot you trying to sneak past. The first time you defeat one, it will leave a monster coin behind, worth several hundred gold coins if sold.

Feeling is a totally safe bet during one of these battles, as the monster will disappear, although it will turn up again in the same place after you have visited a town or dungeon. There is also something special about these monsters, which won't become clear until you meet someone called Morie (see Walkthrough, page 135).

STATUS CHANGES

Some monsters have special attacks up their sleeves, which cause "status changes":



Asleep: Sleeping characters are unable to accept any commands. The sleep ends automatically after a few rounds of combat. The sleeping beauty is more likely to wake up if he or she is hit in battle. You can wake a companion immediately with a moonwort bulb or by casting the Tingle spell. Sleep does not continue beyond the end of the battle.



Confused: Confused characters can still be given commands, but will react wrongly and may even attack their comrades! Confusion can be cured using a greater panacea. The condition does not persist beyond the end of the battle and can wear off even sooner if the character is hit during battle.

Tip: Remove the character's weapon from them!



Paralysed: A paralysed character cannot move. This is a similar effect to sleep and can be cured immediately with the Tingle spell or an item such as a moonwort bulb, rose-wort or moon's mercy.



Dazzled/Blind: A character's direct physical attack usually misses its target(s) when the character is in this state. The condition wears off automatically after a short while or, at the latest, by the end of the battle.



Fizzled: The victim can't cast any spells. The effect wears off after a few turns and does not last beyond the end of the battle.



Poisoned: Poisoned characters lose HP when they move. This condition does not wear off by itself or when combat ceases, so must be cured with an antidotal herb, by casting the Squelch spell or by

Purification in a church. Envenomated characters also lose HP during every round of combat (one-eighth of their maximum HP per turn), but this condition does not persist beyond the end of the battle.



Curse/Knock Down: If an enemy curses a character during a battle, the character is unable to move in the next round of fighting and has to miss a turn.

There are a number of possible effects if a character equips a cursed item: they may find that they are unable to move for a certain period of time, they may sustain damage when they attack, their maximum MP value may be halved, enemy strikes may cause more damage, etc. The offending item must be removed in a church in return for a donation. Note: The Hero is immune to curses!

Practically all status changes can be reversed using a greater panacea.

In addition to these special attacks, some enemies are also capable of reducing the characters' Defence or Agility. These types of effect do not persist beyond the end of the battle. You can use support spells to counteract such status changes.

Many enemies can also use special abilities or magic to make characters dance or laugh, to enthrall them or to knock them to the ground. These tricks make your characters "miss a turn", although in the worst cases you may forfeit up to three turns until the character is fighting fit again. There is one condition, however, which is much more serious and cannot be healed with time alone:



Dead: If a character's HP reaches zero, you must take him or her to a church to have them resurrected. Later in the game you can perform this task yourself with an yggdrasil leaf, or by casting spells such as Zing and Kazing. If all your characters die, your party will be revived at the nearest save point known to you, and you will lose half your gold coins.



IN THE DUNGEON

From time to time during your travels you must brave the perils of a dungeon. Dungeons come in many different shapes and sizes, ranging from deep mountain caves to tall towers teeming with monsters. Here are a few points that you need to remember:

- If you encounter a "visible" monster in the dungeon (Fig. 10), it won't be an infamous monster, as these only roam outside. It is more likely to be a monster that you can engage in conversation, so there is no need to run away unless you're feeling shy.
- You can't usually flee when fighting a boss.
- You can't access the alchemy pot while you are in a dungeon (see page 63).
- The Zoom spell and chimaera wings only work outdoors, so you must resort to other methods if you want to leave a dungeon in a hurry – the Evac spell works a treat.



TREASURE CHESTS

During your adventuring you will occasionally come across treasure chests (Fig. 11). Some of these chests can be opened easily, while others must be unlocked with special keys (see Walkthrough chapter for details).



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HINTS & TIPS

BE BRAVE!

It is important to remember that you can't really do anything "wrong". Of course you can make the mistake of attempting to fight powerful monsters before your party is ready, but aside from being sent back to town and losing half your gold, no real harm will be done to you. You also needn't worry about plot-related issues such as giving the wrong answer during a conversation.

For example, if you refuse to search for Rylus when Trode asks you to at the beginning of the game, Trode will simply reiterate why this task is so important. Should you ever feel that you have given a "wrong" answer, just start the conversation again, and give the "correct" answer instead.

DON'T BE ASHAMED OF RUNNING AWAY

If you realise that you are fighting a losing battle, or that you have no healing items left, it's wise to cut your losses and make a run for it (Fig. 1). Unfortunately, there is no guarantee that you will manage to escape the battle, except for when you are facing an infamous monster, when you can always get away.



01

HEALING

Enemy attacks will always reduce your characters' HP, but don't overreact and immediately heal the slightest scratch, as this would be a waste of resources. However, waiting too long to heal could prove fatal, so don't leave it too late! When a character is badly injured, his or her HP indicator turns yellow and then red as a warning sign (Fig. 2). If the worst comes to the worst, don't forget that a "dead" character can be revived in a church for a small fee, so it's not the end of the world even if your entire party is defeated. All the same, death should be avoided as much as possible! (Note: Dead characters do not acquire any EXP when their living teammates win a battle.)



02

SHOPPING

When visiting a new town, try to resist the urge to go on a spending spree. Don't snap up every item just because it will give you a few extra Attack or Defence points, or your coffers will soon be empty. You know how annoying it can be to spend your last gold coin on an expensive new axe, only to find one free of charge

in the next treasure chest! Note the buying tips in the Walkthrough carefully if you want to avoid such situations, and remember that there will always be even better (and considerably more expensive) items in the next town.

SELLING

Before selling old equipment, make sure it can't be recycled in the alchemy pot. Consult the list on pages 64-67 to see which items might come in useful.



MAGIC FOR EVERYONE

Be aware that magic wands are more than just weapons. For example, although the wizard's staff that you find at Wishers' Peak can only be equipped by Jessica and Angelo, the item can also be

used for hurling fireballs in battle. Even the Hero and Yangus can use it in this way, although the red "X" in the inventory implies that it is useless to either of these characters.

STATUS ITEMS

Seeds that increase the characters' attributes are precious items which should be used carefully. There is no general rule as to which character's values you should boost, as this depends entirely on the way you play the game. For instance, if you mainly use Jessica for casting spells, there is no point in increasing her Strength, but it's an entirely different matter if you rely on her whip

for group attacks. Or let's say you find a seed of agility. Your first thought might be to put a spring in Yangus's step, but it could also be a good idea to boost a character who is already fleet of foot, so he or she will be quick off the mark in (practically) any situation.

EFFICIENCY

Try to defeat your enemies in as few turns as possible. For example, if you find that Yangus annihilates his victims with a single blow, yet the Hero needs to attack twice (Fig. 3), have Yangus attack a different monster to the one that the Hero is targeting – you can then defeat three opponents in two rather than three turns. On the other hand, if one attack by Yangus is insufficient to floor an enemy, both warriors should attack the same monster to eliminate at least one opponent in the first turn.



03

CRITICAL HITS

Very occasionally a hit will become a "critical hit", which inflicts much more damage, regardless of the opponent's defence. Critical hits can't be inflicted using weapons that target more than

one enemy (i.e. whip and boomerang) or if the character's attack power has been increased using the Oomph spell.

PRACTICE MAKES PERFECT

At the start of the game, you can only psyche up your tension to 50 but, with enough practice, you can exceed this limit. If a character has used psyche up or attacked in a state of high tension (Fig. 4) at least 90 times, you can achieve a value of 100 ("super high tension").

You can tell when you have fulfilled this requirement, as the message "Character reaches a state of high tension" will no longer appear when your tension hits 50. However, there is only a 1 in 3 chance that your tension level will reach the maximum of 100. When you are in a state of super high tension, any damage inflicted by enemy attacks is reduced by 30%.

SKILLS & ABILITIES

Before long you must decide for the first time which skills your characters should learn. There is no one right answer to this question, as there are many different ways of developing skills. In general, you should ensure that your characters master the healing spells (Heal, Tingle, etc.) as quickly as possible, and a rapid means of transport (Zoom, Evac) is also important. Yangus's Helm Splitter is another useful technique: the ability to reduce a mighty enemy's defence power will come in very handy.

Bear in mind that dividing the points equally among all five skills is the least effective strategy. However, if you assign all available



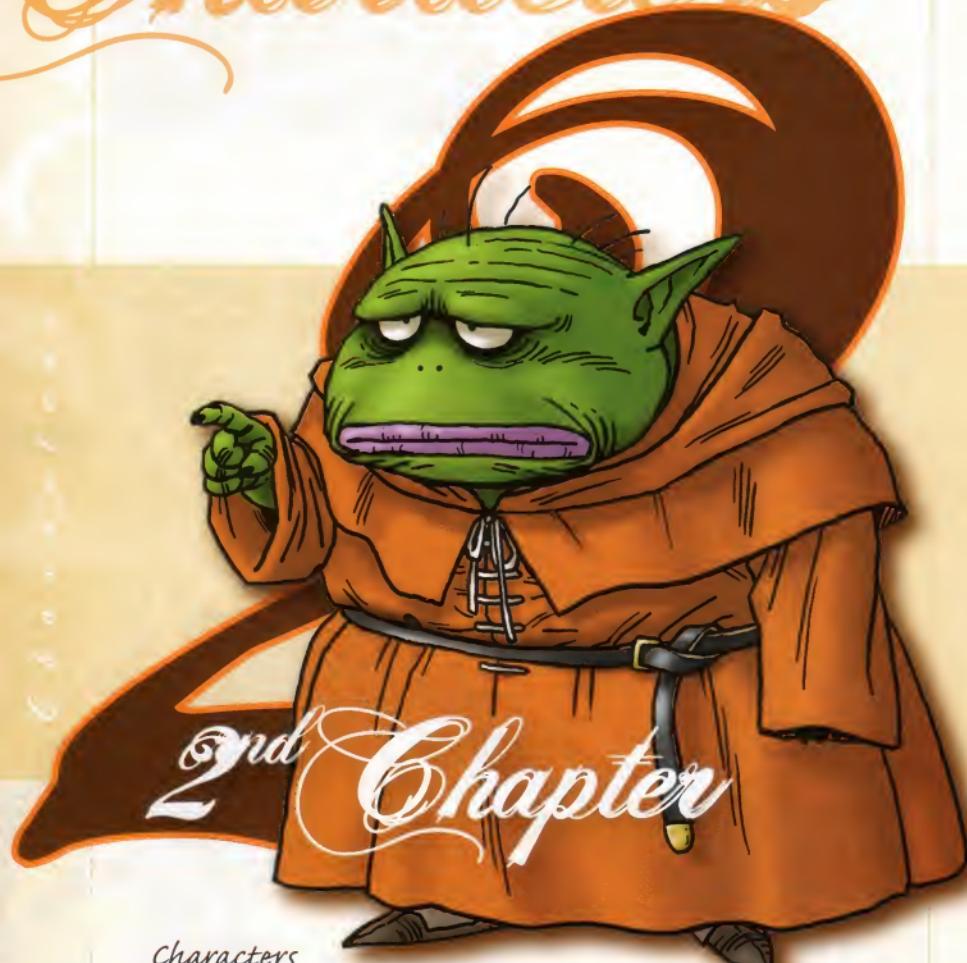
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points to a single skill, you will soon reach a threshold that temporarily prevents you from allocating any further points. You will then have to switch to building up other skills for the time being. This threshold increases with the character's level, so you can allocate more points the next time you move up a level. Over the next few pages, we will introduce the characters and their abilities, and offer tips on how to make your skill point allocation choices.

HINTS & TIPS



Characters



Characters

The following pages tell you all you need to know about the characters' special abilities and spells. To make things easier, we will first explain the structure and content of the tables that are featured in this chapter.

KEYS AND COMMENTS

As the values in the "Level" table show, the development of characters in Dragon Quest is far from random, and in fact follows a set pattern. It's no accident that in the early stages of the game the Hero is awarded less skill points than Yangus each time he levels up. Note how long it takes for each character to attain 100 skill points. You'll soon see that they all develop at their own pace. Careful consideration should therefore be given to the allocation of points when a character moves up a level. The following pages are designed to aid you in making these crucial decisions.

Note that weapon skills such as Swords, Axes and Staves are always linked to the use of an appropriate weapon. For example, the Hero can only use a sword ability if he is wielding a sword. The same applies to traits such as Attack +5 or MP max. +20: the effect is lost when you equip the character with a different type of weapon.

The reverse is true of Fisticuffs: these abilities can only be used (or the traits enabled) if the character is not carrying a weapon, i.e. if they are bare-handed.

Only the fifth category skills (Courage, Humanity, Sex Appeal and Charisma) work regardless of the selected weapon. For example, once the Hero has learned MP 3/4, the use of MP will be reduced for all spells.

When you learn a more advanced version of an ability, the basic ability will be deleted from your ability list. For example, the Hero's Thunder Thrust spear ability will eventually be replaced by the mighty Lightning Thrust.

spells		7	3	4	5	8
1	Level	Name	MP	Target	Tension	Info
	3	Heal	2	1	✓	Restores 30-40 HP to one character
	4	Squash	2	1	-	Cures one character of the Poisoned and Envirnemanted status changes

swords		7	3	4	5	6	8
2	Points	Name	MP	Target	Tension	Oomph	Info
	4	Attack +5	-	Auto	-	-	Inflicts 150% damage on monsters from the dragon family (otherwise normal damage)
	9	Dragon Stash	0	1	✓	✓	

1 **Level:** With the exception of Yangus, the characters learn new spells by accumulating experience points and progressing through the levels. The "Level" column tells you which level the character must attain in order to master the relevant spell.

2 **Skill Points:** Abilities are never learned automatically. When the characters progress to the next level, they are awarded skill points, which you must then allocate to the five skill categories. The "Skill Points" column tells you how many points are required to learn the relevant ability.

3 **MP:** This column tells you how many magic points are required to use each spell and ability. They cannot be used if the character has insufficient MP.

4 **Target:** This column indicates the number of monsters or characters affected by the spell or ability, usually "1" (targeted action against one monster), "Group" or "All".

Exceptions are spells and abilities with targets "1-2" or "1-4", where one action consists of either two or four individual attacks. The targets for these attacks are randomly selected, so you cannot choose the actual number of victims.

Keys

CHARACTERS

KEYS AND COMMENTS

There are three possible targets for actions used to heal or support your characters: "1" (you specify one character), "Party" (all four characters are affected) or "Self" (action is only directed at the character using the spell or ability).

"Auto" means that the relevant effect occurs automatically as soon as it has been acquired. This applies to all items listed under the heading "Traps" in the Attributes game menu.

5 **Tension:** "✓" indicates that the effect of the relevant ability or spell can be enhanced by building up tension (using the Psyche Up command: see page 19).

6 **Oomph:** "✓" Indicates that you can enhance the effect of the relevant ability or spell using Oomph, a useful support spell available to Jessica and Angelo.

7 **Name:** Stats such as "Attack +5" or "Critical hit %" in the "Name" column refer to traits that are automatically triggered when the appropriate weapon is equipped. For example, "Attack +5" means that attack power (see page 14) is increased by 5 points.

Critical hit % means that there is an increased chance of achieving critical hits. Normal attacks on individual monsters have a small chance of becoming critical hits. The damage inflicted is much greater than normal and is unaffected by the enemy's defence, so a critical hit even enables you to inflict considerable damage on metal monsters.

8 **Info:** Important facts about the effects of abilities and spells.

Some effects only target specific enemies, e.g. monsters from the dragon family. Details of which family each monster belongs to can be found in both the Monster section of this guide (pages 68-99) and in the Defeated Monster List in the game (see page 15).

For some spells and abilities you will notice information such as: "Inflicts 158-190 points of damage on each member of a group (up to 239 at higher levels)." In other words, 158-190 is the minimum amount of damage you can inflict with this action (unless the monster has high resistance, as with metal monsters, for example). When the character progresses to the next level, the damage inflicted using this ability or spell also increases, but does not exceed 239.

Some spells and abilities cause status changes, the effects of which are described on page 20.

"Spell" indicates that the listed item is a spell rather than an ability, and as such is susceptible to the effects of Fizzle.

When the Hero has accumulated 100 points in the Courage skill, he learns two abilities: Kazap and Gigashash. If he then also maxes out his sword skills (or if he has already mastered them all), Gigashash is replaced by the more powerful version, Gigagash.



THE HERO

Hero

The Hero was a low-ranking royal guardsman in Trodain Castle. He was one of a small band who survived Dhoulmagus's deadly attack, along with his current travelling companions, Trode, Medea and Munchie, the faithful mouse who lives in the Hero's bag.

The Hero is a versatile character, as equally proficient in armed combat as he is in using healing spells and support magic. His preferred weapons are swords, spears and boomerangs.



Level

Level	Strength	Agility	Resilience	Wisdom	HP	MP	Skill Points	Required EXP
1	8	6	0	5	22	0	0	0
2	9	7	0	6	25	0	0	17
3	11	5	5	7	28	5	0	44
4	12	9	8	8	30	9	2	93
5	18	10	14	10	34	14	4	180
6	15	11	19	12	37	19	7	310
7	17	13	23	14	42	23	9	505
8	19	14	26	15	45	26	12	797
9	22	16	29	18	52	29	14	1235
10	25	18	32	21	59	32	17	1892
11	27	21	34	24	71	34	20	2795
12	30	24	36	26	80	36	23	4036
13	33	28	38	28	90	38	27	5742
14	36	31	42	30	98	42	32	8087
15	39	35	44	32	109	44	38	11311
16	42	38	48	35	120	48	44	14938
17	45	41	52	38	129	52	49	19018
18	48	45	56	41	140	56	54	23608
19	51	48	60	43	153	60	59	28771
20	54	52	63	45	166	63	63	34579
21	57	54	66	49	179	66	68	41113
22	62	57	68	53	194	68	74	48463
23	66	60	72	57	210	72	80	56731
24	71	63	75	62	224	75	85	66932
25	74	65	81	68	237	81	90	76495
30	96	75	110	102	307	110	117	152012
35	111	90	159	139	358	159	150	288086
40	123	100	197	168	408	197	189	333287
45	139	110	227	192	442	227	222	475135
50	165	123	255	212	468	255	236	1526665
60	214	150	284	238	497	284	259	2629725
70	261	162	330	276	593	330	278	3732785
80	309	175	385	319	690	385	306	4835845
90	357	188	445	343	732	445	332	5936965
99	400	200	478	366	806	478	350	6931659

spells

Level	Name	HP	Target	Tension	Info
3	Heal	2	1	✓	Restores 30-40 HP to one character
4	Squish	2	1	-	Cures one character of the Poisoned and Envenomated status changes
6	Evac	2	-	-	Teleports the player back to dungeon entrance. (Only works in dungeons.)
11	Sizz	4	Group	✓	Inflicts 13-19 points of fire damage on each member of a group. (Up to 35 points of damage with increased Wisdom.)
18	Midheal	3	1	✓	Restores 75-90 HP to one character
20	Sizzle	6	Group	✓	Inflicts 24-34 points of fire damage on each member of a group. (Up to 62 points of damage with increased Wisdom.)
27	Fullheal	6	1	-	Restores all HP to one character
29	Zing	8	1	-	Revives a dead character. Success rate: 50% (50% of HP will be restored)
32	Kasizzle	10	Group	✓	Inflicts 79-90 points of fire damage on each member of a group. (Up to 170 points of damage with increased Wisdom.)
65	Dragon Soul	64	1	✓	Ability that inflicts more than 400 points of damage on one enemy

swords

Points	Name	MP	Target	Tension	Drainhp	Info
4	Attack +5	-	Auto	-	-	-
9	Dragon Stash	0	1	✓	✓	Inflicts 150% damage on monsters from the dragon family (otherwise normal damage)
15	Flame Stash	0	1	✓	✓	Inflicts 150% damage. (Reduced damage on enemies with a high resistance to fire.)
22	Attack +10	-	Auto	-	-	-
30	Metal Stash	0	1	✓	-	Each attack inflicts 1-2 points of damage on metal monsters. (Normal damage on other monsters.)
40	Critical hit %	-	Auto	-	-	-
52	Falcon Stash	0	1	✓	✓	2 slashes per attack at 75% strength. (4 slashes at approx. 55% strength with Falcon Blade.)
66	Attack +25	-	Auto	-	-	-
82	Miracle Stash	4	1	✓	✓	Inflicts 125% damage and restores your own HP by 50% of the damage inflicted
100	Gigastash	20	Group	✓	-	Inflicts 158-190 points of damage on each member of a group. (Up to 239 points of damage with increased Wisdom.)
100 *	Gigagash	20	Group	✓	-	Inflicts 222-282 points of damage. (Up to 331 points of damage at a higher level.) *Requires prior knowledge of all Swords and Courage abilities

spears

Points	Name	MP	Target	Tension	Comph	Info
3	Attack +5	-	Auto	-	-	
7	Merciful Thrust	0	1	✓	✓	The character is the first to attack in the round of fighting. Attack power 80%
12	Thunder Thrust	3	1	✓	-	A hit is highly likely to be a critical hit. (Hit chance: 50%)
18	Attack +10	-	Auto	-	-	
25	Multithrust	4	1-4	✓	✓	3-4 thrusts per attack at 50% strength (Each target is selected at random.)
34	Critical Hit %	-	Auto	-	-	
45	Clean Sweep	0	Group	✓	✓	Group attack. The initial damage is approx. 90% and decreases from one enemy to the next.
59	Lightning Thrust	0	1	-	-	More powerful version of the Thunder Thrust: every hit is a critical hit. (Hit chance: 50%)
77	Attack +25	-	Auto	-	-	
100	Lightning Storm	25	All	✓	-	Inflicts 190-220 points of damage on all enemies

fisticuffs

Points	Name	MP	Target	Tension	Comph	Info
4	Attack +5	-	Auto	-	-	-
11	Defending Champion	0	Self	✓	-	More powerful Defend action. Reduces damage by 50%
17	Stones Throw	0	Group	✓	-	Points of damage: 8-20 (group attack)
24	Knuckle Sandwich	2	1	-	✓	Inflicts 150% points of damage. (Tension has no effect, accumulates tension is not reduced.)
33	Attack +20	-	Auto	-	-	-
42	Thin Air	2	All	✓	-	Inflicts 39-48 points of damage on all enemies. (Up to 132 points of damage at a higher level.)
52	Critical Hit %	-	Auto	-	-	-
70	Mutillists	0	1-4	✓	✓	4 blows per attack at 33% strength. (Random targets selected from all enemies.)
82	Boulder Toss	4	All	✓	-	Inflicts 72-104 points of damage on all enemies
100	Attack +50	-	Auto	✓	-	-

boomerangs

Points	Name	MP	Target	Tension	Comph	Info
6	Crosscutter Throw	2	All	✓	✓	The first enemy is hit twice; otherwise the same as a normal boomerang attack
12	Attack +5	-	Auto	-	-	
18	Power Throw	4	All	✓	✓	Slightly less damage than normal, but damage is inflicted on all enemies equally
25	Attack +10	-	Auto	-	-	
32	Firebird Throw	6	All	✓	-	Points of damage: 36-44 (all enemies)
40	Attack +15	-	Auto	-	-	
52	Super Throw	4	All	✓	✓	More potent version of the Power Throw. Attack power approx. 150%.
66	Attack +20	-	Auto	-	-	
82	Starburst Throw	8	All	✓	-	Points of damage: 76-84 (all enemies)
100	Gigathrow	15	1	✓	-	Inflicts 145-177 points of damage on one enemy. (Up to 284 points of damage if a higher level.)

courage

Points	Name	MP	Target	Tension	Comph	Info
8	Zoom	1	-	-	-	Teleports player to the entrance of listed known locations. Once you have visited at least eight locations, the spell will no longer need to scroll through the pages. (Only works outdoors.)
16	Tingle	2	Party	-	-	Spell that cures all characters of the Asleep and Paralyzed status changes.
26	Holy Protection	4	-	-	-	Random battles against weaker monsters are avoided for a certain time (in the wild and in dungeons).
40	Fizzle	3	Group	-	-	Spell that prevents an enemy group from using magic. (Initial charge: Fizzle.)
48	Zap	6	All	✓	-	Spell that inflicts 40-56 points of damage on all enemies. (Up to 88 points of damage at a higher level.)
56	MP 3/4	-	Auto	-	-	Spells only use 75% of the usual MP.
70	Kamikaze	1	All	-	-	The Hero sacrifices his own life. Enemies are wiped out (although no EXP is awarded) or sustain a heavy loss of HP (although it doesn't work with all enemies).
82	Omnireal	36	Party	-	-	Spell that restores full HP to all characters.
90	MP 1/2	-	Auto	-	-	Spells only use 50% of the usual MP. (Fractions are rounded up.)
100	Kazap	15	Group	-	-	Spell: 100-140 points of damage on each member of group. (Up to 220 points of damage at a higher level.)
100	Gigashock	20	Group	✓	-	Inflicts 156-190 points of damage on each member of a group. (Up to 320 points of damage at a higher level.)

CHARACTERS

THE HERO



SKILL TIPS

Swords pay off if you are in pursuit of metal monsters, with Metal Slash (30 points) being particularly useful. If you accumulate 100 Swords and Courage points, you learn the almighty Gigashock, although this takes quite some time to achieve.

Spears are ideal for hunters of metal monsters in particular, with the Thunder Thrust (12 points) and Lightning Thrust (59 points). The Multithrust (25 points) is also worth a try against single enemies, but not if the individual attacks are distributed among several enemies.

Boomerangs are a real boon at the beginning of the game because the weapon strikes all enemies. Later, however, this skill becomes less useful (over 40 points: Attack +15), so it is then advisable to switch to developing different skills. Not even the more powerful boomerang abilities are really worth the effort, as they simply don't inflict enough damage enemies.

Fisticuffs is largely ineffectual compared to the other skills, although some actions are worth a try, e.g. Thin Air (42 points). The Hero can only make a real impression with Fisticuffs when you increase the skill to its highest level (Attack +50).

Courage is extremely useful as a means of learning traits that reduce MP consumption (at 56 and 90 points), and which also have the benefit of operating independently of the equipped weapon. Don't ignore the advanced attacks either (Zap, 48 points and Kazap, 100 points), or the Omnidreal healing spell (82 points).

Suggested strategies: Learn Courage up to 8 points (for Zoom) initially, then learn Boomerangs up to 40 points (for Attack +15), followed by Courage up to 100 points. Next, increase your Swords skill to 66 points (Attack +25) or your Spears skill to 59 points (for the increased chance of critical hits).

Another option would be to forgo Boomerangs altogether and start by dividing the points equally between Swords and Courage (up to Sword 66), then switching to Spears and Courage.

However, since you come across some extremely effective spears in the opening stages of the game, you may prefer to concentrate on mastering Spears from the outset.

YANGUS

Yangus

This former bandit hails from Pickham. Game for anything, he is worryingly described as "a man to steal horses with": a somewhat unfortunate choice of phrase, given Medea's current state... Yangus has recently become the Hero's loyal companion, and refers to him as "guy".

Yangus has no flair whatsoever for magic. He's the only character who doesn't learn spells as he moves up through the levels, although he makes up for this by dint of his extraordinary strength and resilience. His weapons of choice are axes, clubs and scythes.



Level

Level	Strength	Agility	Resilience	Wisdom	MP	HP	Skill Points	Required EXP
1	11	5	0	2	30	0	0	0
2	12	5	0	2	32	0	0	15
3	13	6	0	3	35	0	0	40
4	15	7	0	3	38	0	3	88
5	17	8	3	4	42	3	6	171
6	20	9	4	4	48	4	10	299
7	24	10	5	5	50	5	14	476
8	28	11	6	5	54	6	19	751
9	31	13	8	6	58	8	24	1196
10	35	15	10	6	66	10	30	1802
11	38	17	12	7	75	12	36	2510
12	41	19	14	8	86	14	43	3640
13	44	21	16	9	97	16	51	5280
14	47	23	18	10	108	18	60	6873
15	51	25	19	11	120	19	68	9769
16	54	27	20	13	131	20	74	13208
17	58	29	20	15	144	20	78	17291
18	61	31	20	17	155	20	81	22139
19	65	33	21	19	169	21	84	27956
20	69	35	23	21	182	23	87	34732
21	74	38	26	23	194	26	90	42422
22	79	41	30	25	206	30	92	51073
23	84	44	35	26	219	35	94	60805
24	88	47	39	31	231	39	97	71753
25	93	50	42	34	244	42	101	84069
30	118	62	48	49	306	48	130	172959
35	132	72	57	70	394	57	169	319291
40	145	82	61	97	437	81	202	548321
45	162	88	110	119	450	110	227	924195
50	184	93	126	127	474	126	242	1436575
60	230	106	137	146	529	137	259	2461335
70	263	116	161	181	555	161	280	3486095
80	318	126	204	196	686	204	312	4510885
90	364	136	262	203	762	262	332	5535615
98	385	145	320	210	781	320	350	6457899

Axes

Points	Name	MP	Target	Tension	Oomph	Info
6	Heim Splitter	0	1	✓	✓	Normal damage. Can have an enemy's Defense for 7-10 turns (see <i>Set</i> spell)
12	Attack +5	-	Auto	-	-	-
19	Hatcher Man	3	1	✓	-	A hit is highly likely to be a critical hit (Hit chance: 50%)
25	Critical hit %	-	Auto	-	-	-
34	Attack +10	-	Auto	-	-	-
42	Paraxia	2	1	✓	✓	Inflicts around 140% damage and can render an enemy Paralyzed
54	Axes of Evil	0	Group	✓	✓	Group attack. Damage is lighter than normal and diminishes as it goes from enemy to enemy
66	Executioner	3	1	-	-	More powerful version of Hatchet Man. Each hit is a critical hit (Hit chance: 50%)
82	Attack +20	-	Auto	-	-	-
100	Typhoeus' Maul	6	1	✓	✓	Inflicts 200% damage on monsters from the beast family. Otherwise inflicts 150% damage

clubs

Points	Name	MP	Target	Tension	Oomph	Info
9	Attack +5	-	Auto	-	-	-
19	Heart Breaker	2	1	✓	✓	Normal damage. May result in the enemy missing a turn
25	Penny Pincher	2	1	✓	✓	Normal damage. You steal gold (10% of the drop total) if the monster is not defeated within 10 seconds
32	Monster Masher	3	1	✓	✓	Inflicts 150% damage on monsters from the magical family. Otherwise inflicts 110% damage
48	Attack +10	-	Auto	-	-	-
59	Critical hit %	-	Auto	-	-	-
71	Mind Breaker	2	1	✓	✓	More powerful version of Heart Breaker. Damage: 125%. High chance of stopping the enemy
82	Attack +25	-	Auto	-	-	-
93	Gold Rush	2	1	✓	✓	More powerful version of Penny Pincher. Damage: 125%. You steal double the amount of gold
100	Devil Crusher	5	1	✓	✓	Inflicts 200% damage on monsters from the demon family, otherwise damage is the same as Monster Masher

scythes

Points	Name	MP	Target	Tension	Debuff	Info
12	Attack +5	-	Auto	-	-	
22	Steal Sickie	0	1	✓	✓	Normal damage. You can sometimes steal an item if your attack does not defeat the monster.
32	Wind Sickles	0	1	✓	-	Points of damage: 29-40. (Up to 166 points of damage at a higher level.)
42	Attack +10	-	Auto	-	-	
50	Grim Reaper	3	Group	✓	✓	May kill an enemy group instantly. Otherwise damage is 75% maximum (diminishes from left to right)
60	Critical hit %	-	Auto	-	-	
70	Stainless Steel Sickie	0	1	✓	✓	More powerful version of Steal Sickie (Damage: 120%). Increases chance of stealing.
80	Attack +25	-	Auto	-	-	
90	Grimmer Reaper	3	Group	✓	✓	More powerful version of Grim Reaper damage is 100% maximum if enemies are not defeated. 125% damage to members of the zombie family.
100	Big Banga	30	All	✓	✓	Inflicts 175-225 points of damage on all enemies. (At level 95 inflicts 300-400 points of damage.)

fisticuffs

Points	Name	MP	Target	Tension	Debuff	Info
3	Attack +5	-	Auto	-	-	
7	Attack +10	-	Auto	-	-	
12	Kruckie Sandwich	2	1	-	✓	Inflicts 150% damage. (Tension has no effect; accumulated tension is not reduced.)
18	Critical hit %	-	Auto	-	-	
25	Attack +20	-	Auto	-	-	
33	Padfoot	-	4	-	-	Reduced likelihood of random combat (even against powerful enemies)
42	Thin Air	2	All	✓	-	Inflicts 39-48 points of damage on all enemies. Up to 132 points of damage at a higher level.)
60	Multifists	0	1-4	✓	✓	4 blows per attack at 33% strength. (Random targets selected from all the enemies.)
77	Attack +45	-	Auto	-	-	
100	Boulder Toss	4	All	✓	-	Inflicts 72-104 points of damage on all enemies

humanity

Points	Name	MP	Target	Tension	Debuff	Info
4	Whistle	0	-	-	-	Triggers random combat with healthy monsters
10	Heal	2	1	✓	-	Spell that restores 30-40 HP to one character
16	Nose for Treasure	0	-	-	-	Yanguis tells you how much treasure remains in the town or dungeon (including monsters such as the camboos)
22	Warcy	0	Group	-	-	High chance of paralysing an enemy group for one turn
32	Share Magic	0	1	✓	-	Spell that transfers MP to another character during combat (total = level divided by 2 + a number between 8 & 12)
42	Kabuff	3	Party	✓	-	Spell that increases the party's defence by 25% for 7-10 turns. Can be used several times
55	Underpants Dance	0	All	-	-	All enemies are Paralysed for one turn
68	Midheal	3	1	✓	-	Spell that restores 75-90 HP to one character
82	Kerplunk	All	Party	-	-	Spell: Yanguis sacrifices himself. All his comrades are resurrected with all HP fully restored. (You need at least 1 MP)
100	Golden Oldies	15	1-4	-	-	Inflicts 4x 41-50 points of damage or 4x 41-131 at a higher level. (Random targets selected from all the enemies.)

SKILL TIPS

Axes: Helm Splitter (6 points) is an ability that always pays dividends. Hatchet Man (19 points) and Executioner (66 points) are especially useful against metal enemies.

Clubs: are largely ineffectual compared to the other skills, although some actions are worth a try, e.g. Penny Pincher (25 points), which enables you to earn a little extra money.

Scythes: Scythes are just as useful as axes, particularly as they enable Yanguis to learn Grim Reaper (50 points) and Grimmer Reaper (90 points). Steal Sickie (22 points) is also noteworthy, enabling you to steal an item from an enemy.

Fisticuffs: are great if you don't want to spend money on weapons. Thin Air (42 points) is the most important ability for both Yanguis and the Hero – even more potent when you combine it with Attack +45 (77 points).

Humanity: Heal (10 points) is an important spell to have early on in the game. Nose for Treasure (16 points) would be an indispensable ability if you didn't already have

the benefit of this guide to tell you where to find hidden items! The other spells and abilities are handy but not crucial.

Suggested strategies: Allocate the first 10 points to Humanity (or Heal). Then learn Axes up to 66 points (for Executioner). Once you hit this milestone, depending on your personal preference you can either switch to Scythes or stick with Axes until you reach maximum points.

Even if you choose to go down another route, you should still master Heal first. One option would be to specialize in Fisticuffs (up to at least 42 points). At first glance this might seem unusual, but it's actually a perfectly acceptable way to proceed. However, you should definitely allocate a couple of points to Axes so that Yanguis can learn Helm Splitter. This ability is an absolute must for the big man, as it is effective against numerous bosses. You should also learn Hatchet Man and Executioner in preparation for facing the metal king slimes later on in the game. These timid monsters always run away the first chance they get.

JESSICA

Jessica

A nice girl from a good home, Jessica comes from a wealthy family in the small village of Alexandria. But, contrary to her upbringing, polite behaviour isn't her thing. She joins up with the Hero for personal reasons, strengthening the party with her flair for attack spells.

Magic is far from Jessica's only strength; she is also an outstanding fighter. Whips, staves and knives (and swords later on) are her weapons of choice.



Level

Level	Strength	Agility	Resilience	Wisdom	HP	MP	Skill Points	Required EXP
1	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-
5	-	-	-	-	-	-	-	-
6	-	-	-	-	-	-	-	-
7	-	-	-	-	-	-	-	-
8	-	-	-	-	-	-	-	-
9	11	26	22	25	41	22	0	1406
10	13	30	28	28	47	28	9	2078
11	16	35	33	31	52	33	10	3044
12	19	39	39	34	58	39	26	4432
13	22	44	47	37	64	47	33	6427
14	26	50	55	40	67	55	39	9294
15	30	54	62	44	72	62	45	13415
16	32	58	70	48	79	70	50	18179
17	34	63	77	53	84	77	55	23687
18	36	68	84	58	90	84	59	30055
19	38	74	93	64	98	93	63	37418
20	39	80	99	70	107	99	67	45931
21	40	83	105	77	112	105	70	55242
22	41	85	111	84	117	111	74	65425
23	43	87	117	91	122	117	79	76562
24	45	89	124	99	128	124	84	88743
25	48	91	135	107	135	135	90	102065
30	60	100	208	150	187	208	127	189906
35	73	116	243	197	248	243	161	340374
40	86	136	273	240	322	273	207	611908
45	100	148	293	275	363	293	234	1100083
50	116	156	306	302	382	306	244	1709388
60	149	175	438	339	408	438	260	2929648
70	203	196	554	375	457	554	271	4149358
80	248	223	591	396	590	591	299	5369068
90	290	252	622	443	677	622	329	6588778
99	306	289	726	556	683	726	350	7696517

spells

Level	Name	MP	Target	Tension	Info
-	Fizz	2	1	✓	inflicts 10-13 points of damage on an enemy. (Up to 24 points of damage with increased Wisdom.)
-	Sep	3	1	-	Reduces the enemy's Defence to 50% of the normal value for 7-10 turns. Can be used several times.
10	Crack	3	I	✓	inflicts 20-28 points of damage on an enemy. (Up to 52 points of damage with increased Wisdom.)
11	Sizz	4	Group	✓	inflicts 13-19 points of damage on each member of a group. (Up to 35 points of damage with increased Wisdom.)
11	Evac	2	-	-	Teleports the player back to dungeon entrance. (Only works in dungeons.)
12	Snooze	3	Group	-	Puts an enemy group to sleep for 2-5 turns (status change: Asleep)
14	Bang	5	All	✓	inflicts 16-24 points of damage on all enemies. (Up to 44 points of damage with increased Wisdom.)
16	Crackin	5	Group	✓	inflicts 34-46 points of damage on each member of a group. (Up to 86 points of damage with increased Wisdom.)
19	Comph	6	1	-	Doubles damage inflicted by attacks or some of the character's abilities for 6-9 turns (see also page 22)
20	Sizzle	6	Group	✓	inflicts 24-34 points of damage on each member of a group. (Up to 62 points of damage with increased Wisdom.)
21	Fizzle	4	1	✓	inflicts 56-72 points of damage on an enemy. (Up to 120 points of damage with increased Wisdom.)
23	Boom	6	All	✓	inflicts 42-54 points of damage on an enemy. (Up to 102 points of damage with increased Wisdom.)
25	Insulable	3	Party	-	Resistance against fire and ice is doubled for all characters for 6-9 turns
33	Kaboom	15	All	✓	inflicts 102-120 points of damage on all enemies. (Up to 200 points of damage with increased Wisdom.)
35	Kahzle	10	1	✓	inflicts 144-160 points of damage on an enemy. (Up to 264 points of damage with increased Wisdom.)
Page 759	Kuszzle	10	Group	-	inflicts 79-90 points of damage on all enemies. (Up to 170 points of damage with increased Wisdom.)
	Kazzuckle	12	All	-	inflicts 64-83 points of damage on all enemies. (Up to 157 points of damage with increased Wisdom.)

knives

Points	Name	MP	Target	Tension	Comph	Info
4	Attack +5	-	Auto	-	-	
9	Toxic Dagger	3	1	✓	✓	Can poison the enemy (status change Envenomated), but only inflicts 50% damage
15	Attack +10	-	Auto	-	-	
22	Assassin's Stab	8	1	✓	✓	May kill an enemy instantly. If not, inflicts normal damage
30	Can now equip swords	-	Auto	-	-	Jessica can now use swords
40	Critical hit %	-	Auto	-	-	
52	Attack +20	-	Auto	-	-	
66	Toxic Sword	3	1	✓	✓	More powerful version of the Toxic Dagger. Increased chance of poisoning Damage: 125%
82	Attack +30	-	Auto	-	-	
100	Sudden Death	8	1	✓	✓	More powerful version of the Assassin's Stab. Increased chance of instant death. otherwise damage is 130%

whips

Points	Name	MP	Target	Tension	Comph	Info
5	Attack +5	-	Auto	-	-	
10	Whiplash	4	Group	✓	✓	Normal damage. Can render a group of enemies Paralysed for 5-8 turns
16	Attack +10	-	Auto	-	-	
23	Twin Dragon Lash	3	1-2	✓	✓	Two lashes, each on one target, inflicting over 150% damage. The targets are selected randomly within a group
32	Lady's Thong	2	Group	✓	✓	Normal damage. Restores the character's own HP by 12.5% of the damage on the first enemy
43	Attack +15	-	Auto	✓	✓	
55	Lashings of Love	4	Group	✓	✓	More powerful version of Whiplash. Damage 130%. Increased chance of paralysis
68	Attack +25	-	Auto	✓	✓	
82	Queen's Thong	2	Group	✓	✓	More powerful version of Lady's Thong. Damage: 125%. Restores 25% of the damage inflicted on the first enemy
100	Serpent's Bite	8	Group	✓	✓	Damage over 150%. (As usual, damage decreases from left to right.)

staves

Points	Name	MP	Target	Tension	Comph	Info
3	Accelerate	3	Party	✓	-	Spells increases all characters' Agility in combat by 100% of the normal value. Can be used several times
7	Kasap	4	Group	-	-	Spells reduces the Energy of an enemy group by 25 % of the normal value for 10 turns. (Can be used several times)
13	Max MP +20	-	Auto	-	-	Jessica's maximum MP is increased by 20 points (provided a staff is equipped)
21	Bounce	4	Self	-	-	Spells reflects spells for 6-9 turns. Also applies to the other characters' spells
31	Magic Barrier	3	Party	-	-	Spells increases resistance against magic attacks (Damage and status changes) for 6-9 turns
44	Max MP +50	-	Auto	-	-	Jessica's maximum MP is increased by 50 points (provided a staff is equipped)
57	Caduceus	0	1	✓	-	Restores 75-95 HP to one character (no spell, no MP used)
70	MP healing	-	Auto	-	-	Restores approx. 1-10 MP per turn (while a staff is equipped)
84	Max MP +100	-	Auto	-	-	Jessica's maximum MP is increased by 100 points (provided a staff is equipped)
100	Kazig	15	1	-	-	Spells one character is resurrected and his or her HP fully restored

fisticuffs

Points	Name	MP	Target	Tension	Comph	Info
5	Attack +5	-	Auto	-	-	
13	Agility +10	-	Auto	-	-	
19	Stones' Throw	0	Group	✓	-	Damage 8-20 (group attack)
28	Critical hit %	-	Auto	-	-	
35	Attack +20	-	Auto	-	-	
45	Harvest Moon	6	All	✓	-	The lower the enemies, the higher the damage. (1 = 150%, 2 = 100%, 3 = 75%, 4 = 60%, 5 = 50%, etc.)
52	Dodging%	-	Auto	-	-	Increases Jessica's ability to automatically dodge enemy attacks
68	Thin Air	2	All	✓	-	Inflicts 39-48 points of damage and an interrupt (up to 132 points of damage at a higher level.)
85	Attack +35	-	Auto	-	-	
100	Magic Burst	All	All	✓	-	Spell that uses up all MP and inflicts damage on all enemies (Damage per enemy = MP used x 2)

sex appeal

Points	Name	MP	Target	Tension	Comph	Info
8	Blow Kiss	0	1	✓	✓	Normal damage. Can paralyse enemies for 1 turn
18	Charm Monsters	-	Auto	-	-	Monsters have a 1/16 chance of becoming entranced and not attacking
26	Fuddle	5	Group	-	-	Spell that can induce a state of Confusion in a group for 5-8 turns
38	Puff-Puff	0	1	-	-	Can stop an enemy for 1 turn (inflicts no damage.)
48	Hip Drop	0	1	✓	-	Inflicts 150% damage
54	Spy Beam	3	1	✓	-	Damage: 65-75 points. Can inflict a 1/16 chance of an interrupt on the enemy for 5-8 turns. (High resistance to Confusion reduces damage.)
68	Kasnooze	8	Group	-	-	Spell that has a high chance of rendering the enemy Asleep for 2-5 turns
78	Charm Monsters 2	-	Auto	-	-	Monsters have a 1/8 chance of becoming entranced and not attacking
88	Pink Typhoon	5	Group	✓	-	Damage: 76-84 (group attack)
100	Hustle Dance	0	All	✓	-	Restores 70-80 HP to all characters (no spell, no MP used)

SKILL TIPS

Knives: Toxic Dagger (9 points) and the more powerful version, Toxic Sword (66 points), are useful, but overall, knives aren't really Jessica's thing.

Whips: Their attacks start off weak, but their advantage is that they can be used against an entire group of enemies. Twin Dragon Lash (23 points) may only target one or two enemies, but its Strength bonus makes it particularly valuable.

Staves: Cauducus (57 points) is amazing, and will prove a vital healing tool. The MP regeneration at each turn (non 70 points) may seem minimal at first, but proves its worth over time. The ability to resurrect a fallen ally using Kazig (100 points) speaks for itself.

Fisticuffs: It's certainly not an ideal skill for Jessica given her comparatively low Strength stats. However, she can theoretically inflict 5,008 points of damage using Magic Burst, although this only applies at Level 100. As with Knives, it's not really worth wasting points on increasing this skill.

Sex Appeal: Jessica's personal specialty is almost as impressive as her скромности, particularly as few enemies are able to resist her Charm Monsters 2 (from 75 points). By amassing 100 points, Jessica can learn the Hustle Dance, and thus ensure that her allies remain healthy throughout the battle by restoring at least 70 HP to all.

Suggested strategies: If you can, whip, so you should learn the skill up to Twin Dragon Lash (23 points). The Attack bonus is a good investment of 43 points. You can then choose whether Jessica should concentrate on fighting, or learn extra spells with Staves instead. The other whips abilities are seldom used, so it may make more sense to allocate points elsewhere.

Never underestimate the pulling power of Jessica's Sex Appeal Aim to increase this to at least 18 points. When you reach 38 points (at the most), you should switch to Staves, and keep going until you reach the maximum (Kazig is the one to aim for here). Jessica can take on the vital role of supporting the party against bosses if she learns Sap, Comph or Impulse.

ANGELO

Angelo

The dashing Templar knight from Maelia Abbey has some unusual hobbies for a man of faith: not averse to gambling and the company of beautiful women, he proves himself to be a colourful and useful travelling companion for the Hero, Yanguis and Jessica.

Angelo's skills are impressively wide-ranging: initially he concentrates on healing and support magic, but later on he also reveals a talent for handling swords, bows and staves.

Level

Level	Strength	Agility	Resilience	Wisdom	HP	MP	Skill Points	Required EXP
1	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-
5	-	-	-	-	-	-	-	-
6	-	-	-	-	-	-	-	-
7	-	-	-	-	-	-	-	-
8	-	-	-	-	-	-	-	-
9	-	-	-	-	-	-	-	-
10	-	-	-	-	-	-	-	-
11	-	-	-	-	-	-	-	-
12	37	34	38	39	72	38	0	4062
13	39	38	40	42	75	40	3	5890
14	41	42	44	45	80	44	6	8517
15	44	46	50	49	85	50	10	12293
16	47	51	57	54	90	57	14	16569
17	49	56	65	59	96	65	18	21707
18	52	59	73	65	102	73	23	27543
19	55	62	83	71	108	83	28	34290
20	58	65	91	77	116	91	33	42091
21	61	68	100	83	122	100	37	50623
22	64	71	109	90	132	109	41	59854
23	67	74	116	97	142	116	44	70159
24	70	77	123	105	153	123	47	81320
25	73	81	131	113	164	131	51	93527
30	90	97	167	159	224	167	77	174021
35	104	107	178	204	298	178	109	311915
40	118	117	189	234	365	189	149	560402
45	130	128	211	258	398	211	191	100168
50	159	143	233	275	421	233	220	1567083
60	198	173	282	304	450	282	256	2684913
70	236	185	362	356	497	382	277	3802743
80	275	197	479	401	540	479	305	4920573
90	314	209	553	424	638	553	327	6038403
99	350	220	640	458	725	640	350	7044450



spells

Level	Name	MP	Target	Tension	Info
-	Heal	2	1	-	Restores 30-40 HP to one character
-	Buff	2	1	-	Increases one character's Defence by 50% of the normal value for 7-10 turns. Can be used several times.
-	Worsh	2	Group	-	Inflicts 6-19 points of damage on each member of a group. (Up to 32 points of damage with increased Wisdom.)
-	Zoom	1	-	-	Teleports player to the entrance of a number of known locations. Once you have visited at least eight destinations, you can use left/right to scroll through the pages. (Only works outdoors.)
13	Tingle	2	Party	-	Cures all characters of the Asleep and Paralysed status changes
14	Kabuff	3	Party	-	Increases the party's Defence by 25% of the normal value for 7-10 turns. Can be used several times.
15	Midheal	3	1	-	Restores 75-90 HP to one character
17	Whack	4	1	-	May kill an enemy instantly, regardless of HP.
18	Swosh	4	Group	-	Inflicts 20-44 points of damage on each member of a group. (Up to 75 points of damage with increased Wisdom.)
19	Zing	8	1	-	Resurrects one dead character. Success rate 50% (50% of HP is restored)
22	Thwack	7	Group	-	May kill the enemies in a group instantly, regardless of HP.
24	Fullheal	6	1	-	Fully restores one character's HP
30	Multih heal	10	Party	-	Restores 100-120 HP to all characters
32	Kazwoosh	8	Group	-	Inflicts 64-144 points of damage on each member of a group. (Up to 200 points of damage with increased Wisdom.)
34	Kazing	15	1	-	One character is resurrected and their HP fully restored

swords

Points	Name	MP	Target	Tension	Dodge	Info
4	Attack +5	-	Auto	-	-	-
9	Flame Slash	0	1	✓	✓	Inflicts 150% damage. (Reduced damage on enemies with a high resistance to fire.)
15	Attack +10	-	Auto	-	-	-
22	Metal Slash	0	1	✓	-	Each attack inflicts 1-2 points of damage on metal monsters. (Normal damage on other monsters.)
30	Attack +20	-	Auto	-	-	-
40	Falcon Slash	0	1	✓	✓	2 slashes per attack at 75% strength. (4 slashes at approx. 55% strength with Falcon Strike.)
52	Critical hit %	-	Auto	-	-	-
66	Miracle Slash	4	1	✓	✓	Inflicts 125% damage and restores your own HP by 50% of the damage inflicted.
82	Attack +25	-	Auto	-	-	-
100	Lightning Storm	25	All	✓	-	Inflicts 190-220 points of damage on all enemies (identical to the Hero's 100-point Spears ability)

BOWS

Points	Name	MP	Target	Tension	Dodge	Info
6	Sandman's Arrow	2	1	✓	✓	Inflicts normal damage. Can induce the Adhesive Status change in the enemy.
18	Cherub's Arrow	0	1	✓	✓	Inflicts normal damage. Regenerates your own MP by 1/8 of the damage inflicted.
25	Needle Shot	1	1	-	-	Damage: 1. Kill hit the enemy with one hit.
32	Attack +10	-	Auto	-	-	-
44	Multishot	4	1-4	✓	✓	3-4 arrows per attack at 50% strength. (Random targets selected from all the enemies.)
59	Critical hit %	-	Auto	-	-	-
66	Seraph's Arrow	0	1	✓	✓	Variation of Cherub's Arrow: same damage, but MP restored by 1/8 of the total damage.
76	Attack +25	-	Auto	-	-	-
88	Shining Shot	10	All	✓	-	Inflicts 116-124 points of damage on all enemies.
100	Needle Rain	1	1	-	-	More powerful version of the Needle Shot: the attack is repeated 3-4 times.

STAVES

Points	Name	MP	Target	Tension	Dodge	Info
3	Dazzle	5	Group	-	-	Spell that reduces the chance of a group of monsters landing hits for 5-8 turns (status change: Dazzle).
6	Puzzle	3	Group	-	-	Spell that prevents a group of enemies from using magic (status change: Puzzle).
9	Bounce	4	Self	-	-	Spell reflects spells for 6-9 turns. This also applies to the other characters' spells.
12	Drain Magic	0	1	-	-	Spell that absorbs some of an enemy's MP total = (deived by 4) + 5
28	Max. MP +20	-	Auto	-	-	Angelo's maximum MP increased by 20 points (provided a staff is equipped).
48	Caduceus	0	1	✓	-	Restores 75-95 HP to one character (no MP used).
56	Kathwalk	15	All	-	-	Spell that may kill all enemies instantly. (regardless of HP)
65	Dormph	6	1	-	-	Spell that doubles damage inflicted by bows. (This some what increases a character's abilities for 6-8 turns. (see also page 22).
80	Max. MP +50	-	Auto	-	-	Angelo's maximum MP is increased by 50 points (provided a staff is equipped).
100	MP healing	-	Auto	-	-	Restores 1-10 MP per turn (while a staff is equipped)

fisticuffs

Points	Name	MP	Target	Tension	Dodge	Info
7	Attack +7	-	Auto	-	-	-
14	Agility +10	-	Auto	-	-	-
21	Dodging %	-	Auto	-	-	Increases Angelo's ability to automatically dodge enemy attacks.
28	Attack +15	-	Auto	-	-	-
35	Knuckle Sandwich	2	1	-	✓	Inflicts 150% damage. (Tension has no effect, high tension is not used.)
42	Harvest Moon	6	All	✓	-	The greater the number of enemies, the less damage per enemy. (1 = 150%, 2 = 100%, 3 = 75%, 4 = 60%, 5 = 50%, etc.)
54	Critical hit %	-	Auto	-	-	-
68	Defending Champion	0	Self	✓	-	More powerful Defense action. Reduces damage by 90%.
82	Attack +40	-	Auto	-	-	-
100	Miracle Moon	6	All	✓	-	More powerful version of Harvest Moon 1 enemy = 200% damage. Also heals by 25% of damage inflicted on the first enemy.

charisma

Points	Name	MP	Target	Tension	Dodge	Info
3	Squitch	2	1	-	-	Spell that cures one character of the Pagan and Envenomed status changes.
7	Fuddle	5	Group	-	-	Spell that can induce a state of Confusion in a group for 5-8 turns.
13	Sarcastic Snigger	3	1	-	-	Reduces an enemy's tension by one level.
19	Angel Eyes	4	Group	✓	-	Damage: 15-28. Can also render a group Paralyzed for 5-8 turns.
27	Divine Intervention	4	Group	-	-	Spell reduces resistance against magic and reduces damage and status changes (for 6-9 turns. Success rate: 50%).
39	Ban Dance	4	Group	-	-	Spell that can stop the enemy group invincing the characters to avoid damage and then to miss a turn for 6-9 turns.
52	Chilling Chuckle	3	Group	-	-	More powerful version of Sarcastic Snigger: reduces the tension of a group of monsters by one level.
66	Katuhole	10	All	-	-	Spell that has a high chance of inducing a state of Confusion in all enemies for 5-8 turns.
81	Charming Lock	4	All	✓	-	More powerful version of Angel Eyes. Damage: 15-28. Can also render all enemies Paralyzed for 5-8 turns.
100	Pearly Gates	20	Group	✓	-	Spell that inflicts 180-210 damage on each member of a group - 50% damage on monsters from the zombie family.

SKILL TIPS

Swords: Flame Slash (9 points), Metal Slash (22 points) and the double strike of the Falcon Slash (40 points) are attacking.

Bows: Multishot (44 points) is particularly successful when used against individual enemies. Attacks that have the added bonus of MP regeneration - Cherub's Arrow (16 points) and Seraph's Arrow (66 points) - are also important, as they help to sustain Angelo's high MP requirement.

Staves: This skill is perhaps not the best choice initially, as attacks will be relatively ineffective, but as the game goes on, if Angelo is deployed principally as a magician Staves will come in very handy owing to the various support spells.

Fisticuffs: The increased chance of dodging enemy attacks (from 21 points) could be useful, but Angelo should really avoid this category.

Charisma: The Confusion spell (7 points), or Divine Intervention (27 points)-reduces enemies' defence against spells), may come in handy. The more advanced abilities are not essential, although Charming Lock has undeniable appeal.

Suggested Strategies: Learn Swords up to 30 or Bows up to 32 to give Angelo more attack power, as initially he's somewhat lacking offensively. You should then switch to Staves, first to learn useful support magic and then to increase Angelo's maximum MP when you reach 28 points. Then learn Charming Lock up to 27 points (Divine Intervention) or any weapon skill of your choice.

However, if you intend to mainly use Angelo to provide support for the group, stick with Staves until you get to Chomp (65 points). You will also unlock other handy abilities such as Caduceus and Kathwalk in route. After that, focus on Charisma and set your sights on Charming Lock (81 points).

Items

3rd Chapter

Items

If you want to find out all about the items that can be found in Dragon Quest, what you can do with them and who can use them, this chapter is for you. The tables are divided into Items and Important Items, Weapons, Armour, Shields, Helmets and Accessories. The lists are subdivided and sorted as they appear in the game, so you can use the Collected Items List from the Battle Records menu to compare items that your characters are carrying with items that you have not yet come across. You will also learn where the rarest and most valuable items are located.

INFO

Info

Please note some important points about the tables:

The given retail prices are the starting prices of the items. The price for some goods will drop if you flood the market. For example, the normal price for strong antidote is 95G, but once you have sold six units, the price will crash to 67G. If you sell more than ten, the price will fall even further, fetching you a mere 29G per measure. Some items decrease in value even if they have only been sold once previously. For example, the retail price for angel cheese immediately plummets from 2100 to 630G.

Where or how can you obtain an item? There are four options: Shop, Location, Monster and Created From.

- Shop: From a merchant in the relevant town at the purchase price indicated. The "Shop" column also tells you if you can exchange tokens for a particular item at a casino (see pages 138 + 211) or if it is on Dodgy Dave's list of black market goods (see page 207).
- Location: In a treasure chest, cupboard, pot, barrel or sack, at the location indicated (further details in the Walkthrough). The "Location" column also includes items that you receive from other people, rewards from the Medal Princess and prizes from Morrie's Monster Area (further details about this on page 202-203).
- Monster: By defeating a monster or using the (Stainless) Steal Sickle skill. You can find detailed information on monsters in the relevant chapter on pages 68-90.

Created From: these are the ingredients required to produce the item in the alchemy pot. Note: Some recipes are not available initially. Further information on the alchemy pot can be found on pages 63-67.

The "Mix To" column features alchemy pot recipes which use the relevant item as an ingredient. It's always a good idea to check out this section before you sell or discard an item.

Special: Some weapons and armour have additional functions when used in combat. You don't have to equip the weapon or armour to take advantage of these abilities. This means that the relevant item can even be used by characters that would not normally be able to equip it.

Cursed: This icon:  warns you of "cursed items", which have a number of unpleasant side-effects. Should you be unfortunate enough to equip a cursed item, you can only remove it with the help of a priest. (Note: The Hero is immune to curses.)

Equip On: In the Weapons, Armour and Accessories tables, you will see tiny pictures of the characters in your party, denoting which character the particular item can be equipped on.

ITEMS & IMPORTANT ITEMS

Objects listed under Items in the Collected Items List are "consumables", which can only be used once and vanish when they have fulfilled their function. Objects which cannot be sold, discarded or used in the alchemy pot appear in the Important Items list.

IMPORTANT ITEMS

Item	Function	Location
GOODBIRD'S SOULSTONE	Gives you wings... (limited use of item.)	Dark Godbird's Eye
CRYSTAL-BALL	Fetch for Kalderasha in Farebury	Waterfall Cave (fight with boss)
TOOL BAG	Fetch for the hermit in the shack at the top of the waterfall	Farebury region, under the red tree
JESSICA'S LETTER	Give to Bangerz outside Jessica's room	Alexandria (Jessica's room)
WORLD MAP	Can be viewed in the wild using 	Maelf Abbey (event)

However, there are a few exceptions to this rule: items such as Baumren's bell or the mighty timbrel of tension can be used repeatedly, and therefore, despite having the characteristics of important items, are still listed in your inventory as "Items".

Item	Function	Location
VENUS' TEAR	For Red in Red's Den	Swordsman's Labyrinth (fight with boss)
MOONSHADOW HARP	Return to Moonshadow Land	Mole Hole (fight with boss)
SAND OF SERENITY	Required for Baumren side-quest	Chateau Felix
LIZARD HUMOUR	Permits entry to the Royal Hunting Ground	Outside Arjovia, from Prince Charles
ARGON HEART		Royal Hunting Ground (Argon lizard)

Item	Function	Location
	Take to Argonia	Royal Hunting Ground (Great Argon Island)
	Changes into a sun mirror when pointed at a sea dragon	Argonia, from King Clavus
	Brings light into the Dark Ruins	(See Magic Mirror)
	Take to Master Dominico in Arcadia	Tower of Alessandra (after Rydon's Tower)
	Take to Master Dominico in Arcadia	Arcadia, Dominico's Manse, concealed bookshelves
	Required in the Herb Grotto	Marta's Cottage
	Shows the way to Godbald Island	Pirate's Cove (fight with boss)
	Shows the position of Evil Sir Leopold	Tryan Gully
	Helps locate the seven orbs	Godbald Island (from Empyra)
	Collect for Empyra (west of Empyra)	Marilla Abbey, Abbot's Residence
	Collect for Empyra (west of Empyra)	Lord High Priest's Residence
	Collect for Empyra (west of Empyra)	Marta's Cottage in the Snowy Mountains
	Collect for Empyra (west of Empyra)	Tower of Alessandra

Item	Function	Location
	Collect for Empyra (west of Empyra)	Arcadia
	Collect for Empyra (west of Empyra)	Baccarat
	Collect for Empyra (west of Empyra)	Farbury
	Breaks down Raphthome's defences	Empyra, west of Empyra
	Reveals a recipe for the alchemy pot	Farbury (after Valentine's mission)
	Reveals a recipe for the alchemy pot	Pickham (after acquiring the bow)
	Reveals a recipe for the alchemy pot	Castle Trodahn (after the Dark Run)
	Reveals a recipe for the alchemy pot	Savella Cathedral (after the appearance of the Black Citadel)
	A "memo" for the Monster Arena side-quest	Morrie's Place
	A "memo" for the Monster Arena side-quest	Morrie's Place
	A "memo" for the Monster Arena side-quest	Morrie's Place
	Unlocks the Monster Arena (side-quest)	Monster Arena



ITEMS



Item	Function	Buy	Sell	Shop	Location	Mother	Created From	Mix To
MEDICINAL HERB	Restores 30-40 HP (one character)	8	4	Various item shops	Fairybury, Alexandria, Port Prospect, etc	Slime, Candy cat, Lips, etc		Strong medicine = 2x Medicinal herb Rose-root = Strong medicine + Medicinal herb Rose-root = 3x Medicinal herb Strong medicine = Medicinal herb + Antidote herb Special amroto = Medicinal herb + 2x Antidote herb Rose-wort = 2x Medicinal herb + Moonwort bulb Mythifying mixture = Medicinal herb + Antidote herb + Moonwort bulb
STRONG MEDICINE	Restores 50-68 HP (one character)	-	88	Saleswoman in Port Prospect	Buccarat, Argonia	Treeface, Tree-E, Hades' condor, etc	2x Medicinal herb	Rose-wort = Strong medicine + Moonwort bulb Strong medicine = 2x Strong medicine Rose-root = Strong medicine + Medicinal herb Amor seco essence = Holy water + Strong medicine
SPECIAL MEDICINE	Restores 90-120 HP (one character)	-	170	-	Marta's Cottage, Empyechu	Jabberwocket, Boss troll	2x Strong medicine	Lesser panacea = 2x Special medicine Greater panacea = 3x Special medicine
ROSE-ROOT	Restores 70-92 HP (one character)	-	118	-	Herb Grotto	-	Strong medicine + Medicinal herb or 3x Medicinal herb	Greater panacea = Lesser panacea + Rose-root + Rose-wort
AMOR SECO ESSENCE	Restores 50-70 HP (one character)	120	60	Problem, Buccarat, Oruska, Desert Chapel, etc	Problem, Buccarat, Aracida, Oruska	Slime, Resistimate, Frogface, King curiosme, Cycloids, etc	Holy water + Strong medicine	Holy water = Amor seco essence + Rose salt Milk cheese = Plain cheese + Amor seco essence Cured cheese = Fresh milk + Premium mould + Amor seco essence Silver shield = Mirror shield + Amor seco essence + Magic water
ANTIDOTAL HERB	Cures poisoning (one character)	10	5	Various item shops	Fairybury, Tower of Alexandria, Penguin Quay, Ferry, Swordsman's Labyrinth	Bubble slime, Bubble Fletcher, Ghoul, Merlung, etc		Strong poison = Medicinal herb + Antidote herb Special antidote = Medicinal herb + 2x Antidote herb Mythifying mixture = Medicinal herb + Antidote herb + Moonwort bulb
STRONG ANTIDOTE	Cures poisoning and restores 30-40 HP (one character)	-	95	Saleswoman in Port Prospect	Argonia	Blue Fang	Medicinal herb + Antidote herb	Special antidote = 2x Strong antidote
SPECIAL ANTIDOTE	Cures poisoning and restores 60-80 HP (one character)	-	275	-	Marta's Cottage, Dark Empyechu	-	2x Strong antidote or Medicinal herb + 2x Antidote herb	
MOONWORT BULB	Heals the Poisoned, and Prevents status changes in battle (all party members)	30	15	Ascartha, Aracida, Argonia, Saleswoman in Port Prospect, etc	Tower of Alexandria, Ness	Liss, Hell horret, Moon's wret, Jab, Soulspawn, etc		Rose-wort = Strong medicine + Moonwort bulb Rose-wort = 2x Medicinal herb + Moonwort bulb Mythifying mixture = Medicinal herb + Antidote herb + Moonwort bulb Moon's mercy = 3x Moonwort bulb
ROSE-WORT	Restores 65-80 HP and heals the Paralyzed status change (one character)	-	148	-	Herb Grotto	-	Strong medicine + Moonwort bulb or 2x Medicinal herb + Moonwort bulb	Greater panacea = Lesser panacea + Rose-root + Rose-wort
MOON'S MERCY	Restores 110-120 HP and heals the Poisoned, Frenzied, and Paralyzed status changes (one character)	-	308	-	-	Curelime, Solmix, Hell hopper	3x Moonwort bulb	Moon's lace = Golden lace + Moon's mercy
LESSER PANACEA	Restores all HP and heals the Poisoned, Frenzied, and Paralyzed status changes (one character)	-	550	-	Kingdom of Trojan, Aracida, Island Plateau	-	2x Special medicine	Greater panacea = Lesser panacea + Rose-root + Rose-wort
GREATER PANACEA	Restores all HP and heals the Poisoned, Frenzied, and Paralyzed, Asleep and Confused status changes (one character)	-	880	-	-	-	Lesser panacea + Rose-root + Rose-wort or 3x Special medicine	

100%

ITEMS & EQUIPMENT INDEX

Item	Function	Buy	Sell	Shop	Location	Monster	Created From	Mix To
	Resurrection of one character with full HP	1000	500	Argonia	E Argonia, Blizzard Peaks, Black Coast, areas accessible by air	Treewil, Dark macaearo		Yggdrasil dew = Yggdrasil leaf + Magic water Premium mould = Red mould + Waterweed mould + Yggdrasil leaf Staff of Resurrection = Rose staff + Life bracer + Yggdrasil leaf
	Restores all HP to all party members	-	1250		Castell, Trostian, Tyran Gully, areas accessible by air (Kingdom of Ascarina chapter 1)	Curestone, Megalodone	Yggdrasil leaf + Magic water	Elin elixir = Yggdrasil dew + Magic water Sage's stone = Gold nugget + Onchatrix + Yggdrasil dew Angel cheese = Fresh milk + Premium mould + Yggdrasil dew
	Regenerates 30-35 MP (one character)	300	150	Tyran Gully, Potham, Arcadia, Okruke, Baccarat, etc	Winky, Lost soul, Peoper	Seed of magic + Holy water		Yggdrasil dew = Yggdrasil leaf + Magic water Afternoon sun = Red tree + Magic water Chivvy chevre = Plain cheese + Magic water Crimson robe = Sage's robe + Magic water + Nook grass Silver shield = Major shield + Amor seco essence + Magic water
	Regenerates all of one character's MP	-	410		Argonia, Hero Grotto, Tyran Gully, Arcadia region, Isolates Plateau	Sov'spawn, Giganites	Yggdrasil dew + Magic water	
	Increases a character's Strength value permanently by 1 or 2 points	-	15		Town of Alexandria, Potham, Princess Minnie's Castle, Baccarat, E Argonia, etc	Mimic, Gazer, Red horn		Strength ring = Prayer ring + Seed of strength
	Increases a character's Agility value permanently by 1 or 2 points	-	13		Tower of Alexandria, Kingdom of Ascarina, Red's Den, W Argonia, World of Darkness, Ferry, Baccarat	Metal slime, Liquid metal slime		Agility ring = Prayer ring + Seed of agility
	Increases a character's Defence value permanently by 1 or 2 points	-	15		Fairybury, Perguin Quay, Kingdom of Ascarina, Potham region, Kingdom of Isoldan, Mole hole, Baccarat region, Okruke, etc	Metal slime		Ruby of protection = Prayer ring + Seed of defence
	Increases a character's Wisdom value permanently by 1 to 3 points	-	10		Pan Prospect, Potham, Baccarat, Martinia region, E Argonia, Savena, Cathedral	Mimic long, Blue fang		Scholar's specs = Ring of awakening + Ring of clarity + Seed of wisdom
	Enables 5 extra skill points to be allocated to a character	2000	50	Arcadia (once only)	Potham region, Arcadia, Savena, Ferndale, Ness	Great troll, Gemon, Solaris		
	Increases a character's max HP value permanently by 3 or 4 points	-	18		Fairybury region, Alexandria region, Ferry, Kingdom of Ascarina, Land of the Moles, Cape west of Potham, Princess Minnie's Castle, Potham, etc	Mumbrum-zombie		Recovery ring = Prayer ring + Seed of life
	Increases a character's max MP value permanently by 3 or 4 points	-	20		Alexandria, Reverie, Chapel, Ness, Martinia region, Savena, Fairybury, Zoyven, Kingdom of Isoldan, Cape Trodan, etc	Demonspoot, Empyria		Prayer ring = Gold ring + Seed of magic Magic water = Seed of magic + Holy water
	Temporarily reduces the chance of a character's combat, inflicts 10-15 points of damage in combat	20	10	Various item shops	Fairybury, Alexandria, Okruke, Potham, Pan Prospect, Martinia region, Ferry, Hawk man, Puppet master, etc	Winky, Peoper, Lost soul, Lump wizard, Frightspit	Amor seco essence + Rock salt	Amor seco essence = Holy water + Strong medicine Magic water = Seed of magic + Holy water Mystifying mixture = Holy water + Wing of bat + Cowpat Saintless shield = Mirror shield + White wizard + Holy water Holy talisman = Tough guy tattoo + Holy water + Gold rosary
	Outdoors: teleports you to a known place (see Zoom spell)	25	13	Various item shops	Fairybury, Alexandria, Okruke, Waterfall Cave, Pan Prospect, Perguin Quay, inc	Dracky, Dancing devil, Imp, Hawk man, Puppet master, etc	2x Wing of bat	Feathered cap = Leather hat + Chimera wing

Item	Function	Buy	Sell	Shop	Location	Monster	Created From	Mix To
 BAUBURN'S BELL	Summons an animal you can ride. Works like a Petreates during combat (Unlimited use of item)				Chateau Felix			
 MYSTIFYING MIXTURE	Induces the Confused status change in an enemy	-	280	-	Arctaria	-	Holy water + Wing of bat + Cowpea + Medicinal herb + Moonwort bulb	Rusty old sword = Liquid metal sword + Mystifying mixture + Cowpea
 ROCKBOMB SHARD	Inflicts 48-96 points of damage on all monsters	450	225	Arctaria, Bryan Gully	Orkust	Rockbomber, Bombarbler, Stone golem, Archidemon, Minidemon	-	Magma staff = Wizard's staff + Rockbomber shard
 SAGE'S STONE	Restores 190-120 HP to all characters during combat. (Unlimited use of item.)	-	20000	-	Black Citadel	-	Gold nugget + Onchidium + Yggdrasil dew	
 TIMBER OF TENSION	Increases the tension of all the characters by one level. (Unlimited use of item.)	-	-	-	-	-	Sun crown + Magic beast hide + Tough guy tattoo	
 PLAIN CHEESE	With Munchie's help, inflicts 5-10 points of fire damage on all enemies during combat	-	25	-	Argonnia, Argonnia shack on top of waterfall	Player 202	Boiled asperg, Morghan mushroom, Flyguy, Magi-wyr, Bulbous, Funghou, etc	Scorching cheese = Plain cheese + Red mould Cook cheese = Plain cheese + Seaweed mould Mild cheese = Plain cheese + Amer sea essence Hard cheese = Plain cheese + Rock salt Chewy cheese = Plain cheese + Magic water
 SPICY CHEESE	With Munchie's help, inflicts 30-40 points of fire damage on all enemies during combat	-	250	-	Neos	Dancing flame, Abyss diver, War gryphon	Plain cheese + Red mould	Super spicy cheese = Spicy cheese + 2x Red mould Super spicy cheese = Spicy cheese + Neos grass
 SUPER SPICY CHEESE	With Munchie's help, inflicts 65-85 points of fire damage on all enemies during combat	-	600	-	Unreddened GROVES	-	Spicy cheese + 2x Red mould or Spicy cheese + Neos grass	Scorching cheese = Super spicy cheese + Premium mould + Dragon dung Highly-spicy cheese = Super spicy cheese + Cold cheese + Rock salt
 SCORCHING CHEESE	With Munchie's help, inflicts 150-170 points of fire damage on all enemies during combat	-	1200	-	-	-	Super spicy cheese + Premium mould + Dragon dung	Plain cheese = Scorching cheese + C-cold cheese
 COOL CHEESE	With Munchie's help, inflicts 13-15 points of ice damage on all enemies during combat	-	88	-	Baccarat, Argona	Imp, Frogman, Demonidler	Plain cheese + Seaweed mould	Chilly cheese = Cool cheese + Seaweed mould
 CHILLY CHEESE	With Munchie's help, inflicts 50-60 points of ice damage on all enemies during combat	-	300	-	Orkust	Dead ringer, Abominare, Frostburn	Cool cheese + Seaweed mould	Cold cheese = Chilly cheese + 2x Seaweed mould
 COLD CHEESE	With Munchie's help, inflicts 120-140 points of ice damage on all enemies during combat	-	550	-	Dark Empychu	-	Chilly cheese + 2x Seaweed mould	C-cold cheese = Cold cheese + Premium mould + Dragon dung Highly-chilly cheese = Super spicy cheese + Cold cheese + Rock salt Blizzard blade = Rattard sweater + locate disk + Cold cheese
 C-COLD CHEESE	With Munchie's help, inflicts 210-230 points of ice damage on all enemies during combat	-	1400	-	-	-	Cold cheese + Premium mould + Dragon dung	Plain cheese = Scorching cheese + C-cold cheese

Item	Function	Buy	Sell	Shop	Location	Monster	Created from	Mix To
	With Munchie's help, restores 30-40 HP to all characters during combat	-	400		Shack on top of waterfall Page 202		Plain cheese + Amor seco essence	
	With Munchie's help, restores 100-120 HP to all characters during combat	-	800		Black Citadel Shack on top of waterfall Page 202		Fresh milk + Premium mould + Amor seco essence	Power shield = Magic shield + Strength ring = Cured cheese
	During combat, one character is resurrected with 50% of their HP. Success rate: 50% (Ring spell)	-	2100		Shack on top of waterfall Page 202		Fresh milk + Premium mould + "Upgrade" dew	
	The Defence value of all characters is increased during combat (Kabob spell; see page 29)	-	500		Black Citadel	Body politic	Plain cheese + Rock salt	
	The Defence value of an enemy group is reduced during combat (Kabob spell; see page 29)	-	600			Head of state	Fresh milk + Renet powder - Rock salt	
	The party's resistance against fire and ice is increased during combat (Insultile spell; see page 30)	-	500		Page 220	Right wing	Plain cheese + Magic water	
	In battle, Munchie always helps to increase the tension of all characters by 1 level	-	1500		Shack on top of waterfall Page 202 Page 220	Left wing	Super spicy cheese - Cold cheese - Rock salt	
	An ingredient for the alchemy pot	-	10		Pengim Quay, Ruined Abbey	Clockwork cuckoo, Mimic, Magic mannequin, Carnival Iron scorpion, Robo-robin, Mimic king		Thief's key = Iron nail + Bronze knife Reinforced boomerang = boomerang + Iron nail Povery hat = Leather hat + Iron nail
	An ingredient for the alchemy pot	-	5000		Gothard's Fyre, Black Citadel Reward from the Princess of Medals (63 Medals) Page 222	Metal long sword Pandora's box, Run		Sage's stone = Gold nugget + Orichalcum + Yggdrasil dew Goddess ring = Recovery ring + Orichalcum Liquid metal sword = Rusty old sword + Slime crown + Orichalcum Mystic hammer = Uber war hammer + Collector's axe + Orichalcum Metal long shield = Runic shield + Sun's shield + Orichalcum Metal king shield = Runic shield + Saint's shield + Orichalcum Mimetic bracer = 2x Ability ring + Orichalcum
	An ingredient for the alchemy pot	-	5000		(Dark) Gothard's Eye, reward from the Princess of Medals (52 Medals)	Demonistol		Sage's stone = Gold nugget + Orichalcum + Yggdrasil dew Golden axe = Iron axe + Gold nugget Golden lara = Throwing cap + Silver lara + Gold nugget
	An ingredient for the alchemy pot	-	3		Poisham, Swindler's Labyrinth Arcadia Dark Empycuru	Buffinch, Flyguy, Bulzoruk Buffalowings Freeze fly, Beetlebuzz		Rusty old sword = Liquid metal sword + Mystifying miasma + Cowpat Raging bull horn = Myrrh horn + Cowpat + Fresh milk Mystifying miasma = Holy water + Ring of bat + Cowpat
	An ingredient for the alchemy pot	100	50	Page 220	Arcadia Dragon Graveyard, Desert Gothard's Eye, Black Citadel	Hockhorne, Freezey fly, Bolosanga, Dragum, Beetlebuzz		C-cold cheese = Cold cheese + Premium mould + Dragon dung Scorching cheese = Super spicy cheese + Premium mould + Dragon dung
	An ingredient for the alchemy pot	12000	6000	Page 211	Dark Runes, Black Citadel, Dark Empycuru The Monster Arena (Dark) Dark Goblet's Eye Page 220	Dark minister, Dark shaman, Dark gryphon, Dan sabretooth, Silhouettes, Wight king		Uber Double-edge = Double-edged sword + 2x Saint's ashes Sandman's spear = Sandman's spear + Saint's ashes Scourge whip = Devil's whip + Saint's ashes Scourge whip = Demon whip + Saint's ashes Platinum mail = Zombie mail + Saint's ashes Platinum mail = Devil's mail + Saint's ashes Metal long shield = Runic shield + Saint's ashes + Orichalcum Myrrh helm = Hades' helm + Saint's ashes Sun crown = Staff helm + Saint's ashes Sorcerer's ring = Staff ring + 2x Saint's ashes

Item	Function	Buy	Sell	Shop	Location	Monster	Created From	Mix To
	An ingredient for the alchemy pot	-	16	-	Ortak	Drakyna, Mindoren, Nagash, Nipper, Fat cat, Redtail leopard, Shrike, Dark condor, Hooter	-	Chimera wing = 2x Wing of bat Mythril mixture = Holy water + Wing of bat + Drakyna Raven feather = Egg, boomerang + Wing of bat + Steel sceptre Dark rose = Coal of evasion + Devil's tail + Wing of bat Fallen angel paper = Holy silver paper + Devil's tail + Wing of bat
	An ingredient for the alchemy pot	-	70	-	Castle Tadian	Bullfinch, Dremor, Jumping jackal, Fox tail, Pink pongo, Great sabrecat, etc.	-	Leather armour = Waybare's clothes + Magic beast hide Leather kilt = Boxer shorts + Magic beast hide Leather dress = Dance's costume + Magic beast hide Fur coat = Fox tail + Magic beast hide Leather shield = Pot lid + Magic beast hide Timbrel of tension = Sun crown + Tough guy tattoo + Magic beast hide
	An ingredient for the alchemy pot	10	5	Ascarina, Argona	Ascarina, Argona, Arcadia, Podhain, Baccari, Arcabu, Empyocha	Giant moon Shesh, Kotor moth, Jargon, Killer moth, Golem, etc.	-	Pain cheese = Fresh milk + Remnet powder Soft cheese = Fresh milk + Remnet powder + Rock salt
	An ingredient for the alchemy pot	-	6	-	Castle Tadian, Argona, Arcadia, Podhain, Baccari, Dark Empyocha, Black Castle, 	Rocktomb, Bee, Stone guardian, Mud marenigan	-	Holy water = Amor seco essence + Rock salt Hard cheese = Plain cheese + Rock salt Soft cheese = Fresh milk + Remnet powder + Rock salt Highly-spicy cheese = Sour spicy cheese + Coal cheese + Rock salt
	An ingredient for the alchemy pot	30	30	Argona	Cow (in the wild), Podhain, Arcadia, Baccari, Empyocha, Dark Empyocha, 	Buffalo wing, Jargon, Bobonga	-	Plain cheese = Fresh milk + Remnet powder Cured cheese = Fresh milk + Premium mould + Amor seco essence Angel cheese = Fresh milk + Premium mould + Yggdrasil dew Soft cheese = Fresh milk + Remnet powder + Rock salt White shield = Light shield = 2x Fresh milk Raging bull helmet = Mythril helmet + Cowpat + Fresh milk
	An ingredient for the alchemy pot	30	15	Princess Minnie's Castle, Argona	Ascarina, Podhain, Empyocha, Swordsman's Labyrinth	Morpheni mushroom, Kissed Hippo, Dark meat, Blood mummy, etc.	-	Spicy cheese = Plain cheese + Red mould Super spicy cheese = Spicy cheese + 2x Red mould Premium mould = Red mould + Waterweed mould + Yggdrasil leaf
	An ingredient for the alchemy pot	35	18	Princess Minnie's Castle, Argona	Podhain, Tadian's Castle, Empyocha, ruined Abbey, Abyss ever, etc.	Kisser, Smacker, King Hippo, Kharman kid, Abyss ever, etc.	-	Cool cheese = Plain cheese + Waterweed mould Chilly cheese = Cold cheese + Waterweed mould Cold cheese = Chilly cheese + 2x Waterweed mould Premium mould = Red mould + Waterweed mould + Yggdrasil leaf
	An ingredient for the alchemy pot	500	500		Empyocha, Tyran Gally, Black Castle, 	Boss Troll	Red mould + Waterweed mould + Yggdrasil leaf	Scorching cheese = Super spicy cheese + Premium mould + Dragon dung C-cold cheese = Cold cheese + Premium mould + Dragon dung Cured cheese = Fresh milk + Premium mould + Amor seco essence Angel cheese = Fresh milk + Premium mould + Yggdrasil dew
	An ingredient for the alchemy pot	-	600	-	Ornago, Myra's Cottage, 	Herbspan	-	Super spicy cheese = Spicy cheese + Nook grass Crimson rose = Sage's rose + Magic water + Nook grass
	Can be given to the Princess of Metals in exchange for rewards	-	-	-	115 places (see pages 207-208)	-	-	-
	Can be sold in shops	-	200	-	-	Infamous monstrosities (see pages 91-99)	-	-
	Can be sold in shops	-	500	-	-	Infamous monstrosities (see pages 91-99)	-	-
	Can be sold in shops	-	1000	-	-	Infamous monstrosities (see pages 91-99)	-	-



Item	Function	Buy	Sell	Shop	Location	Monster	Created From	Mix To
THIEF'S KEY	Opens locked treasure chests	-	-	-	Alchemy pdf	-	Iron nail + Bronze knife	-
MAGIC KEY	Opens more locked chests than the Thief's key	-	-	-	Castle Trodan	-	-	-
ULTIMATE KEY	Opens all treasure chests and doors	-	-	-	Maria's Cottage (light with boss)	-	-	-



WEAPONS

Weapon selection is crucial if your party is to be successful in battle. A weapon's attack power determines the strength of its impact on the enemy, and the type of weapon determines the number of enemies that you can target. What's more, your choice of weapon determines whether or not you can use specific skills that you have learned (see pages 24-33).

The weapons in the tables are arranged in the same order as they are in the Collected Items List in the game: first Swords, then Spears, Boomerangs, etc. The weapons are sorted in ascending order of attack power within the individual categories.

Most types of weapon can only be used by certain characters. Everyone except Yangus can wield swords, although Jessica must first master the "can now equip swords" trait (by obtaining 30 skill points in the Knives category; see page 31). Her icon is "greyed out" in the swords table to indicate this restriction.

Yangus's two flails, which can be obtained in the latter stages of the game, are a special case, as they are not linked to any skills. They enable Yangus to attack several enemies at the same time.

Swords

Weapon	ATT	Special Property	Buy/ Sell	Shop	Location	Monster	Created From	Mix To
CYPRESS STICK	4		10	Fairbury, Pigeon Quay	Fairbury	Capsicum, Lump magi	-	Iron lance + Cypress stick + Dagger Long spear = 2x Cypress stick + Iron lance Hunter's bow = 2x Cypress stick + Strength ring Stone axe = Stone Hardhat + Cypress stick
SOLDIER'S SWORD	8		5		The Hero's inventory	Skeleton, Lethal armour	-	
STONE SWORD	12		75		Arcadia	-	-	
COPPER SWORD	13		270	Fairbury, Alexandria	Waterfall Cave	Capsicum, Demoniac, Jum, Hawk magi	Bronze knife + Bronze knife	-
RAPIER	17		300	Simpleton	Angelo's inventory	Night Ixa, Pernikan, Magic Dumpling	-	
			150					



Weapon	ATT	Special Property	Buy/Sell	Shop	Location	Monster	Created From	Mix To
STEEL BROADSWORD	35	 +10% attack	2000		 Kingdom of Assantha			
			1000					
TUMBLAR'S SWORD	36	 +10% attack	-					
			1175					
FALCON BLADE	37	 2 stats per attack (each inflicting 75% damage)	-	 Buccan - casino (10000 tokens)				
			5000					
RUSTY OLD SWORD	45	 +10% attack	-					
			-					
HOLY SILVER RAPIER	54	 +10% attack	6600	 Savella Cathedral, Neos				
			3300					
ZOMBIESBANE	54	 Bonus damage (+30%) against monsters from the zombie family	6300					 Zombie mail = Silver mail + Zombiesbane
			3150					
ÜBER FALCON BLADE	55	 2 stats per attack (each inflicting 75% damage)	-					
			25000					
DREAM BLADE	43	 A stab from this can induce the Asleep status change. Casts sleep when used as item during combat	4700	 Pedester's Tent, Desert Chapel, Neos				
			3150					
PLATINUM SWORD	40	 +10% attack	-					
			3000					
FALLEN ANGEL RAPIER	61	 Hits can induce the Confused status change	-				 Ring of clarity = Gold ring + Fallen angel rapier	
			8500					
BASTARD SWORD	61	 +10% attack	8800					
			4400					
ZOMBIE SLAYER	65	 Bonus damage (+60%) against monsters from the zombie family	-					
			10000					
DRAGONSBANE	72	 Bonus damage (+30%) against monsters from the dragon family	11000					
			6000					

ITEMS

TOP 6 - IMPORTANT ITEMS

WEAPONS

Weapon	ATT	Special Property	Buy/Sell	Shop	Locations	Monster	Created From	Mix To
DOUBLE-EDGED SWORD	76	Cursed (The user sustains 1/4 of the damage inflicted)		2500	Princess Minerva's Castle	-	Uber Double-edge + Devil's tail	Uber Double-edge = Double-edged sword + 2x Saint's ashes
ÜBER DOUBLE-EDGE	76	Bonus damage of 25% of the damage inflicted		3750	-	-	Double-edged sword + 2x Saint's ashes	Double-edged sword = Über Double-edge + Devil's tail
MERCURY'S RAPIER	78	Agility +20	10500	Empycole, Dark Empycole	-	-	Fallen angel spear + 2x Mercury's bandage	
MIRACLE SWORD	80	Auto healing (The user receives back 25% of the damage inflicted in the form of HP)		1000	Reward from the Princess of Metals (86 Medals)	-	Über miracle sword = Miracle sword + Life bracer	
DRAGON SLAYER	83	Bonus damage (+80%) against monsters from the dragon family		22500	-	-	Dragonblade + Mighty armlet	
BLIZZARD BLADE	90	Can sometimes inflict extra ice damage	21000	Titan Guly	-	-	Bonest spear + Black shield + Cold cheese	
ÜBER MIRACLE SWORD	95	Auto healing (The user receives back 25% of the damage inflicted in the form of HP)		1500	-	-	Miracle sword + Life bracer	
HELL SABRE	99	-		7300	Troll's Maze	-	-	
SHAMSHIR OF LIGHT	110	-		9000	-	-	Rune staff + Light shield + Shimmering dress	
LIGHT METAL SWORD	118	2 damage points inflicted on Metal King slime and Metal King slime		5000	-	-	Rusty old sword + Slime crown + Orchelum	Rusty old sword = Liquid metal sword + Myslaving mace + Copper Page 225



Weapon	ATT	Special Property	Buy/Sell	Shop	Locations	Monster	Created From	Mix To
IRON LANCE	24		750	Port Prospect, Pergola Quar	-	Scorpion, Oct., Foul anchor, Octavian pirate	Cypress stick + Dagger	Long spear = 2x Cypress stick + Iron lance
LONG SPEAR	30		375		Simpleton	Orc king, Octavian sentry	2x Cypress stick + Iron lance	Holy lance = Long spear + Gold rosary

Weapon	ATT	Special Property	Buy/Sell	Shop	Location	Monster	Created From	Mix To
HOLY LANCE	39	 +10% damage to Undead	2700	Piomam	Argona	Bone baron, Grimm rider	Long spear + Gold rosary	
			1350					
BATTLE FORK	42	 +10% damage to Undead	-	Argona	Archdemon, Behai		Demon spear + Battle fork + Poison needle + Devil's tail	
			3300					
PARTISAN	44	 +10% damage to Undead	4400	Argona, Savelia Cathedral				Sandstorm spear + Partisan + Saint's ashes
			2200					
SANDSTORM SPEAR	67	 Can reduce the enemy's hit chance when used in combat (Dodge spin)	-	Argona		Partisan + Saint's ashes	Ring of truth + Gold ring + Sandstorm spear	
			5300					
DEMON SPEAR	86	 A hit can inflict sudden death	-	Argona		Battle iron + Poison needle + Devil's tail		
			12500					
HERO SPEAR	100	 Auto healing (The user receives 25% of the damage inflicted in the form of HP)	-	Piomam in the Mission Area (Piom.A)				
			15000					
METAL KING SPEAR	120	 +10% damage to Undead	-	Page 278			Metal wing boomerang + Razor wing boomerang + Metal king spear	
			24000					

Boomerangs

BOOMERANGS

BOOMERANG	19	 +10% damage to Undead	420	Faroubi, Alessandra	Penguin Quay	Sprink, Tobby		Reinforced boomerang + boomerang + Iron nail
			210					
EDGED BOOMERANG	27	 +10% damage to Undead	1360	Ascartha, Neos	Ormusk	Dark star, Grayess		Razor wing boomerang + Edged boomerang + Wing of star + Steel scythe + Spined armour + Magic armour + Edged boomerang
			680					
REINFORCED BOOMERANG	32	 +10% damage to Undead	-	Argona			Boomerang + Iron nail	
			840					
RAZOR WING BOOMERANG	42	 +10% damage to Undead	3600	Argona	Gryphon	Edged boomerang + Wing of nail + Steel scythe		Metal wing boomerang + Razor wing boomerang + Metal king spear
			1900					
SWALLOWTAIL	53	 +10% damage to Undead	6800	Arcada, Brumek				Flaming boomerang + Swallowtail + Flame shield
			3400					

Weapon	ATT	Special Property	Buy/Sell	Shop	Location	Mastered	Created From	Mix To
FLAMETANG BOOMERANG	63				Areas accessible by air (Kingdom of Argona, etc)		Swallowtail + Flame shield	Flame shield => Magic shield => Flaming boomerang
METAL WING BOOMERANG	90	Extremely effective in battles against metal monsters		7250			Razor wing boomerang + Metal long spear	



Axes

STONE AXE	20		550	Alexandria, Port Prospect	Maria region	Hood	Stone hardhat + Cypress stick	Stone hardhat => Stone axe + Party hat
			275					
GOLDEN AXE	27						Top axe + Gold nugget	Moon axe => Golden axe + Moon's mercy King axe => Golden axe + Slime crown
			5000					
IRON AXE	38		2800	Riotian	Argonia	Hoodlum, Tycoon, Thaumaturge, Berserker	2x Farmer's scythe	Golden axe => Iron axe + Gold nugget
			1300					
BATTLE-AXE	45		4300	Argona		Zombie gladiator		Bandit axe => Battle-axe + Thief's key
			2150					
BANDIT AXE	55			Dodgy Gave			Bandit mace + Heavy armour + Bandit axe + Bandit's grass skirt	
			6500					
MOON AXE	60				Argonia		Golden axe + Moon's mercy	
			11000					
KING AXE	80		17000	Orkuss, Ryan Gully			Golden axe + Slime crown	
			8500					
CONQUEROR'S AXE	103				Howling Hill			Megane hammer => Uber war hammer + Conqueror's axe + Orchaeum
			7500					



Clubs

OAKEN CLUB	7		110	Fantbury, Alexandria	Yangu's inventory, Peregrin Quay	Mischiefous mole, Khaliman Iod, Hammerhead	-	-
			55					

Weapon	ATT	Special Property	Buy/Sell	Shop	Location	Monster	Created From	Mix To
GIANT MALLETS	13		240 120	Farebury, Alexandria	Acadia	Hammerhead, Gorenna, Borealis, Abomination, Rock gargoyle, Cyclops	-	Sledgehammer = Giant mallet + 2x Iron helmet
SLUDGEHAMMER	33		1700 1000	Simpleton	Kingdom of Tredam	Troll	Giant mallet + 2x Iron helmet	-
WAR HAMMER	51		6700 3400	Argona	-	-	-	Uber war hammer = War hammer + Mighty armlet
ÜBER WAR HAMMER	69		- 16000	-	-	-	War hammer + Mighty armlet	Megaton hammer = Über war hammer + Conqueror's axe + Onychalcum
MEGATON HAMMER	108	Increased chance of critical hits	- 55500	-	-	-	Über war hammer + Conqueror's axe + Onychalcum	-

Scythes

FARMER'S SCYTHE	20		910 460	Port Prospect, Penitron Quay	Pottem region	Iron scorpion, Iron rhino, Foul anchor	-	Iron axe = Farmer's scythe + Farmer's scythe
STEEL SCYTHE	42		3700 1650	Buccaneer, Savelia, Cathedral, Neos	-	Fallen priest	-	Razor wing boomerang = Edged boomerang + Wing of bat + Steel scythe Heli scythe = Steel scythe + Poison moth knife + Hades' helm
HELL SCYTHE	65	A hit can induce the Paralysed status change	9500 5000	Acadia	-	-	Steel scythe + Poison moth knife + Hades' helm	-
BARDICHE OF BINDING	83	Bonus damage (+25% on monsters from the family. Can induce the Frozen status change)	- 12000	-	Pit in the Monster Arena (Rank B)	-	-	-
HEAVY HATCHET	110		29000 15000	Tryan Gully	-	-	-	-



Flails

FLAIL OF FURY	93	The weapon is not linked to a skill, hits every monster in a group	- -	-	Red's Den (after the Black Cradle appears)	-	-	-
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Weapon	ATT	Special Property	Buy/Sell	Shop	Location	Manufacturer	Created From	Mix To...
	125	The weapon is not linked to a skill; hits every enemy	22250		Reward from the Princess of Medals (110 Medals)	-		
	0	Only inflicts 1 point of damage, a hit can inflict sudden death	1900	Baccarat	-	Venom wasp, Death scorpion	-	Demon spear = Battle fork + Poison needle + Devil's tail Assassin's dagger = Eagle dagger + Poison needle Ring of immunity = Gold ring + Poison needle
	9	-	150	Pengwin Quay	Ferry, island west of Maella Abbey	Shadow	-	Thief's key = Iron nail + Bronze knife Copper sword = 2x Bronze knife Bronze shield = Leather shield + Bronze knife Bronze helmet = Stone hatchet + 2x Bronze knife
	18	-	350	Ascarine	Fantbury	Clockwork cuckoo, Ropewalk	-	Iron lance = Cypress stick + Dagger
	29	A hit can induce Paralyzed status change	950	Pickham	Arcadia	Hell helmet, Gauze mask, Cocaine	-	Hell scythe = Steel scythe + Poison moth knife - Hades' helmet Full moon ring = Gold ring + Poison moth knife
	34	2 stats per attack (each inflicting 75% damage)	7700	Argona	Ortubik	-	Slime Earwax + Agility ring + Tough guy tattoo	-
	37	-	1250		Arcade Region	Jumping jack, Jackal upper, Claws, Anchorman	Eagle dagger + Poison needle	Imp knife = Assassin's dagger + Devil's tail
	39	-	2900	Savella Cathedral	W. Argona	Hooded condor, Elysium bird	-	Assassin's dagger = Eagle dagger + Poison needle
	52	A hit can absorb MP	2250		-	-	Assassin's dagger + Devil's tail	-
	52	Inflicts ice damage Casts Crackle spell when used as item in combat (see page 30)	4000		Herb Crops, Back Citadel	-	-	Blizzard blade = Bastard sword + Icicle dirk + Cold cheese ice shield = Magic shield + Icicle dirk
	56	-	5500	Arcadia	-	-	-	-
			2750					

Whips

Weapon	ATT	Special Property	Buy/Sell	Shop	Location	Monster	Created From	Mix To
LEATHER WHIP	6				Jesca's inventory, Postman region	King cobra, Terror tiddy	Devil's tail + Saint's ashes	Snakeskin whip = Leather whip + Scale shield Leather kit = Leather whip + Bandara
THORN WHIP	14		350 175	Pengrin Quay, Simpleton		Dragonhorn, Redcap taster, Snapdragon		
SNAKESKIN WHIP	23				Eveil, Poison eveil	Leather whip + Scale shield	Dragontail whip = Snakeskin whip + 2x Dragon scale	
CHAIN WHIP	32		2200 1100	Nicos, Argonia	Mars cover, Frost wyne		Hunter's bow = Short bow + Chain whip Chain mail = Wayward's clothes + Chain whip	
DRAGONTAIL WHIP	47						Snakeskin whip + 2x Dragon scale	
SPIKED STEEL WHIP	62		8300 4300	Oreusk	Red's Den	Dragon		
DEMON WHIP	72	Cursed! The beans may sometimes be unable to move during combat			Dark Godbird's Eye	Heizaker	Scourge whip + Devil's tail	Scourge whip = Demon whip + Saint's ashes
SCOURGE WHIP	99						Demon whip + Saint's ashes	Demon whip = Scourge whip + Devil's tail
GRINHAM WHIP	127	Hits all enemies	— 10000	Buccarai-casino (200000 tokens)				



STAVES

WIZARD'S STAFF	15	Inflicts 11-22 points of damage on an enemy	1300 650	Simpleton, Ascarria	Witches' Peak, Arcadia	Lung mage, Witch, Lamp wizrd, Siren, Lamp shaman, Demon thunderer	—	Magma staff = Wizard's staff + Rockbone shard Staff of antimagic = Wizard's staff + Runic staff
LIGHTNING STAFF	24	Inflicts 29-59 points of damage on each member of a group	— 2300		W Argona			



Weapon	ATT	Special Property	Buy/Sell	Shop	Location	Mastery	Created From	Mix Tab
MAGMA STAFF	20	Inflicts 20-40 points of damage on each enemy					Wizard's staff + Rockborn shard	
RUNE STAFF	30	Increases the party's Defense by 25% of the normal value for 7-10 minutes (Rune spell)	2500	Pitheim-caeno (3000 tokens)	Pitheim	Wight priest		Shamer of light = Rune staff + Light shield + Shimmering dress Staff of animagic = Wizard staff + Rune staff Staff of Resurrection = Rune staff + Life bracer + Yggdrasil leaf
STAFF OF DIVINE WRATH	35	Inflicts 32-64 points of damage on each member of a group	3150		Reward from the Princess of Medea (40 Medea)	Ice queen		
STAFF OF ANTIMAGIC	41	Prevents an enemy group using magic (Faze spell)	2500		Ryan Gally		Wizard's staff + Rune staff	
STAFF OF RESURRECTION	77	A dead character can be resurrected. Success rate 50% (Zing spell)	45000	Ryan Gally			Rune staff + Life bracer + Yggdrasil leaf	
MAGICAL MACE	79	Each hit can absorb MP	9000	Emryezchu, Dark Emryezchu	Isolated Plateau	-		Magical staff = Bandit's grass skirt + Magical hat + Magical mace
			4500					

Bows

SHORT BOW	23		750	Ascantha	-	Backin bowyer	-	Hunter's bow = Short bow + Chain whip
			375					
HUNTER'S BOW	30		1700	Pitheim		Hunter mech. Backin lecher	Short bow + Chain whip or 2x Cypress stick + Strength ring	Eros' bow = Hunter's bow + Garter
			850					
EROS' BOW	45	A hit can induce the Confused status change	5800				Hunter's bow + Garter	Cheiron's bow = Eros' bow + Power shield Odin's bow = Cheiron's bow + Eros' bow + Ginta bow
CHIRON'S BOW	63	30-40 HP will be restored to each character when used in combat		Ryton's Tower			Eros' bow + Power shield	Odin's bow = Cheiron's bow + Eros' bow + Great bow
			4500					
GREAT BOW	79		28000	Ryan Gally				Odin's bow = Cheiron's bow + Eros' bow + Great bow
			14000					
ODIN'S BOW	125		48000				Cheiron's bow + Eros' bow + Great bow	

ARMOUR

Protective gear increases a character's Defence. Such items are invaluable in battle, with some even providing bonus defensive properties, which are detailed in the tables.

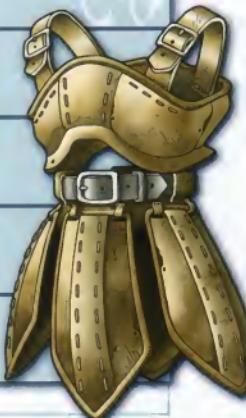
Protective equipment is divided into three groups: Armour, Shields and Helmets. The items are listed in ascending order of defence power within the individual categories.

ARMOUR

Armour	DEF	Special Property	Buy/ Sell	Shop	Location	Monster	Created From	Mix To
DANGEROUS BUSTER	1	Changes Jessica's appearance			Rewards from the Projects of Metal; (20 Medals), see page 154			Divine buster = Dangerous buster + Shimmering dress
JESSICA'S OUTFIT	3	Changes Jessica's appearance	2900		Alexandria			
PLAIN CLOTHES	4		60		Farnbury	Heed's inventory, Farnbury, Agoria	Saty, Bag o' laughs	
BANDIT'S GASS SKIRT	5		30		Yangu's inventory, Rained Abbey	Candy cat, Dancing flame, See urchin		Wayfarer's clothes = 2x Plain clothes
			15					
WAYFAVER'S CLOTHES	7		35		Farnbury	Yangu's inventory, Rained Abbey	Saty, Fencing fox, Tric zombie	
			18					
BOWER SHORTS	8		70		Alexandria, Agoria		2x Plain clothes	Leather armour = Wayfarer's clothes + Magic beast hide Templar's uniform = Wayfarer's clothes + Templar's shield Chain mail = Wayfarer's clothes + Chain whip
			35					
SILK ROBE	10		420		Peregrin Quay	Kingdom of Agoria (house by river)	Puppeteer, Broken bowyer	
			210					
LEATHER ARMOUR	11		180		Farnbury		Wayfarer's clothes + Magic beast hide	Scale armour = Leather armour + Dragon scales
			90					
LEATHER KILT	12		220		Alexandria, Port Prospect	Peregrin Quay	Leather whip + Bandana or Bower shorts + Magic beast hide	Train belt = Leather kilt + Strength ring
			110					
TEMPLAR'S UNIFORM	13		275			Angelo's inventory	Skeleto	Templar's shield = Iron shield + Templar's uniform



Armour	DEF	Special Property	Buy/Sell	Shop	Location	Monster	Created From	Mix To
LEATHER DRESS	15		380 190	Ascantha	Arctalia		Dancer's costume + Magic beast hide	
SCALE ARMOUR	17		350 175	Alexandria, Port Prospect, Reglinn Quay		Helgor, Marman, Darkhole, Rapide	Leather armour + Dragon scale	
CHAIN MAIL	20		500 250	Peregrin Quay, Simpleton	Kingdom of Ascantha, Rickham	Walking corpse	Wayfarer's clothes + Chain whip	Bronze armor + Chain mail + Bronze shield
LEATHER CAPE	22		1100 550	Rickham, West Todan Church	Argonia	Hood, Phantom fencer, Voodo, Dark sea-cha, Tap devil, Dark minister, Dunahan		
DANCER'S COSTUME	23	Changes Jessica's appearance	1300 650	Rickham, Baccarat	Baccarat	Papier master, Squid lad		Leather dress = Dancer's costume + Magic beast hide Dancer's mail = Silver mail + Dancer's costume
BRONZE ARMOUR	24		840 420	Ascantha, Rickham			Chain mail + Bronze shield	
IRON CUIRASS	25		1000 500	Ascantha		Mars rover, Killing machine, Bullfog, Robo-robo	2x Iron shield	Silver cuirass = Iron cuirass + 2x Silver plates
FUR PONCHO	29	Reduces fire and ice damage by 20 points	- 1100		Empychu		2x Magic beast hide	Fur hood = Feathered cap + Fur poncho
CLOAK OF EVASION	29	Increases the wearer's ability to dodge enemy attacks	3000 1500	Pestler's Tent, Arctalia	Argonia, Arctalia	Heitspawn		Robe of serenity = Cloak of evasion + Boxer shorts Dark robe = Cloak of evasion + Devil's tail + Wing of hell
IRON ARMOUR	32		1800 900	Baccarat	Island west of Maerla Abbey	Restless armour, Internal armour, Bar		
ROBE OF SURENITY	34	The damage inflicted by attacks is halved when Asleep	- 3600				Cloak of evasion + Boxer shorts	
TORTOISE SHELL	37		2300 1100	Pestler's Tent	Bon, Cayze			
BUNNY SUIT	38	Changes Jessica's appearance when wearing with Bunny ears and Fisher stockings	- 1775		Prize in the Monster Arena (Rank F)		Silk bustier + Bunny tail	



Armour	DEF	Special Property	Buy/Sell	Shop	Location	Monster	Created From	Mix To:
FULL PLATE ARMOUR	39		2300	Neos, Savelia Cathedral		Fallen priest, Wight priest		Magic armour = Full plate armour + Prayer ring + Ruby of protection
			1150					
MAGIC VESTMENT	39	Reduces damage from spells by 2/3	4400	Argona, Savelia, Cathedral	Arcadia	Fallen priest, Wight priest		Sage's robe = Magic vestment + Scholar's cap
			2300					
ZOMBIE MAIL	42	Cursed. The wearer cannot damage others when not engaged in combat	250		Northwest Isle	Dark duahan	Silver mail + Zombiedane or Platinum mail + Devil's tail	Platinum mail = Zombie mail + Saint's ashes
SILVER CUIRASS	44		3200	Neos			Iron cuirass + 2x Silver platter	
			1800					
SILK BUSTIER	44		5500	Argona				Bunny suit = Silk bustier = Bunny tail
			2750					
SPANGLED DRESS	46		2350	Baccarat-casino (3000 tokens)	Baccarat	Swingin' triplet, Unlikely (shop)		Shimmering dress = Spangled dress = Ruby of protection + Gold bra
POSH WAISTCOAT	48		3250		Reward from the Princess of Medars (30 Medars)			
SILVER MAIL	50	Reduces damage from attack spells (apart from Zap) by 20 points	4300	Argona, Savelia Cathedral				Zombie mail = Silver mail + Zombiedane Dancer's mail = Silver mail + Dancer's costume Dragon mail = Silver mail + 2x Dragon scale Mirror armour = Silver mail + 2x Mirror shield
MAGIC BIKINI	50	Changes Jessica's appearance and reduces damage from Fizz, Sizz and Bang spells by 15 points	13800	Arcadia				
HEAVY ARMOUR	52	Reduces damage from fire and ice attacks by 15 points	5000	Argona		Lethal armour		Bandit mail = Heavy armour = Bandit's attire + Bandit's grass skirt
SAGE'S ROBE	55	Reduces damage from spells by 25 points	11000		Lord High Priest's Residence		Magic vestment + Scholar's cap	Crimson robe = Sage's robe + Magic water + Nook grass
MAGICAL SKIRT	55	Reduces damage from spells (Fizz, Sizz, Cock, Weeble) by 2/3	3350				Bandit's grass skirt = Magician hat + Magician mace	Angel's robe = Flowering dress = Magical skirt
MAGIC ARMOUR	55	Reduces damage from attack spells (apart from Zap) by 15 points	6100	Argona, Arcadia		Body politic	Full plate armour + Prayer ring + Ruby of protection	Spiked armour = Magic armour + Edged boomerang

Armour	DEF	Special Property	Buy/Sell	Shop	Location	Master	Created From	Mix To
	57	Increases the wearer's ability to dodge enemy attacks					Silver mail + Dancer's costume	
	59	Reduces damage from fire and ice attacks by 1/3	14800	Tyan Guly				Angel's robe = Flowing dress + Magical skirt
								7400
	60	Reduces damage from fire and ice attacks by 20 points	12500	Ortuzik			Silver mail + 2x Dragon scale	
								6000
	60		9400	Ortuzik		Heavy hood, Unholy bishop		
								5300
	67	Spells may be reflected (including protective spells cast by comrades)					Sparkling dress + Ruby of protection + Gold bracer	Shimmering dress = Rune staff + Light shield + Shimmering dress
								Princess's robe = Angel's robe + Gold rosary + Shimmering dress
			8800					Divine buster = Dangerous buster + Shimmering dress
	68	1/4 of the damage inflicted may be thrown back at the attacker					Magic armour + Edged boomerang	
								9500
	72	Reduces damage from attack spells (apart from Zap) by 15 points			Hell's gatekeeper	Zombie mail + Saint's ashes	Zombie mail = Platinum mail + Devil's tail	
								4900
	73	Increased protection from spells that cause sudden death (e.g. Whack)					Flowing dress + Magical skirt	Princess's robe = Angel's robe + Gold rosary + Shimmering dress
								25000
	80		13000	Empyozhu, Dark Empyozhu			Heavy armour + Bandit cap + Bandit's grass skirt	Giant armour = Bandit mail + 2x Mighty armlet
								7000
	82	Reduces damage from ice attacks by 20 points					Sage's robe + Magic water + Hook grass	
								11250
	84	30 HP are restored to the wearer after each round of combat			Reward from the Princess of Metals (75 Medals)			
								7750
	87	Increases the wearer's ability to dodge enemy attacks		Black Citadel		Terrible swordman	Code of invasion + Devil's tail + Wing of bat	Phantom mask = Iron headgear + Dark robe
								10500
	92	Spells may be reflected (including protective spells cast by comrades)	21500	Tyan Guly		Sorcer of darkness	Silver mail + 2x Mirror shield	
								15600

Armour	DEF	Special Property	Buy/Sell	Shop	Location	Master	Created From	Mix To
PRINCESS'S ROBE	94	Reduces damage from attack spells (apart from zap) by 30 points	-	36000			Angel's robe + Gold rosary + Shimmering dress	
GIGANT ARMOUR	96	Reduces damage from fire and ice attacks by 30 points	18000 9000	Tyan Gully	-		Bandit mail + 2x Mighty armlet	
LIQUID METAL ARMOUR	101	Reduces damage from Frost, Sliz, Crack and Wochi by 23	- 4750	Baccarat-casino (50000 tokens)	Page 218	-	Metal long armour — Liquid metal armour + Slime crown + Ondracum	
DRAGON ROBE	103	Reduces damage from fire and ice attacks by 40 points	- 7500		Price from the Monster Arena (Rank 5)	-		
DIVING BURSTER	105	Changes Jessica's appearance and increases her ability to dodge enemy attacks	- 37000				Dangerous leather + Shimmering dress	
METAL KING ARMOUR	120	Reduces damage from fire and ice attacks by 30 points	- 5000				Liquid Metal armour + Slime crown + Ondracum	



Shields SHIELDS

DOT LID	2	40 20	Peregrin Quay	Farebury, Ferry	Medea-myrah, Canobos	-	Lather shield — Pot lid + Magic beast hide
LEATHER SHIELD	4	70 35	Farebury	Farebury	Crocodog	Pot lid + Magic beast hide	Scale shield = Leather shield — Dragon scale Bronze shield = Leather shield — Bronze leathe
SCALE SHIELD	7	180 90	Alexandria, Port Prospect, Peregrin Quay	Tower of Alexandria	Headhunter, Tibby, Wind boarfish	Leather shield + Dragon scale	Snakeskin whip = Leather whip + Scale shield
SILVER PLATTER	8	- 100	Protham-cassine (500 tokens)	La Club Puff-Puff			Silver cuirass = Iron cuirass + 2x Silver plates White shield = Iron shield + Silver platter Silver tara = Coral harpoon + Silver platter
BRONZE SHIELD	10	370 185	Ascartha	Ruined Abbey	Dark skeleton	Leather shield + Bronze tolla	Bronze armour = Chain mail + Bronze shield
KITTY SHIELD	12	- 550		Swordman's Labyrinth	Metal-slime knight, Berserker		



Armour	DEF	Special Property	Buy/Sell	Shop	Location	Monster	Created From	Mix To
TEMPLAR'S SHIELD	14	Reduces damage from fire and ice attacks by 5 points			Wishes Peak	Shrine knight, Battle beetle	Iron shield + Templar's uniform	Templar's uniform = Wayfarer's clothes + Templar's shield
IRON SHIELD	15	Reduces damage from fire and ice attacks by 5 points	720	Protham	Protham region	Restless armour, Woc, Mohawk, Bone bank, Dismal plate		Iron cuirass = 2x Iron shield Templar's shield = Iron shield + Templar's uniform White shield = Iron shield + Silver platter
LIGHT SHIELD	17		2250	Baccarat, Argonia, Nests	E Argonia			Shamshir of light = Runic staff + Light shield + Shimmering daga White shield = Light shield + 2x Fresh milk
STEEL SHIELD	22	Reduces damage from fire and ice attacks by 7 points	2500	Savella Cathedral, Nests	W Argonia	Dulahan		Magic shield = Steel shield + Prayer ring + Ruby of protection Dragon shield = Steel shield + 2x Dragon scale
WHITE SHIELD	24	Reduces damage from fire and ice attacks by 10 points	1800				Iron shield + Silver platter or Light shield + 2x Fresh milk	Saintless shield = Mirror shield + White shield + Holy water
MAGIC SHIELD	27	Reduces damage from Frost, Star and Bang spirits by 15 points	5000	Argonia, Acadia			Steel shield + Prayer ring + Ruby of protection	Ice shield = Magic shield + Icicle dirk Frost shield = Magic shield + Flameboomer Power shield = Magic shield + Strength ring + Cured cheese
DRAGON SHIELD	30	Reduces damage from fire and ice attacks by 25 points	6900	Orlusk	Dragon Graveyard		Steel shield + 2x Dragon scale	
ICE SHIELD	33	Ice damage -5 increases the party's resistance against ice attacks when used in combat	8500	Orlusk			Magic shield + Icicle dirk	
FLAME SHIELD	34	Fire damage -10 increases the party's resistance against fire attacks when used in combat	7100	Empyechu, Dark Empyechu			Magic shield + Flaming boomerang	Flaming boomerang = Swallowtail + Flame shield
BONE SHIELD	36		3550		Pirate's Cove			
POWER SHIELD	38	Fire and ice damage -15 points Restores 15-90 HP to the player when used in combat	18000	Tyan Guly	Protham	Left wing	Magic shield + Strength ring + Cured cheese	Chimera's bow = Eros' bow + Power shield
MIRROR SHIELD	43	Spells may be reflected (including protective spells cast by comrades)	15000	Tyan Guly				Mirror armour = Silver mail - 2x Mirror shield Saintless shield = Mirror shield + White shield + Holy water Silver shield = Mirror shield + Amor seco essence + Magic water
OGRE SHIELD	45	Reduces damage from fire and ice attacks by 10 points	10500		Aries accessible by air (Desert mountain)			



Armour	DEF	Special Property	Buy/Sell	Shop	Location	Monster	Created From	Mix To	
SAINTESS SHIELD	46	Reduces damage from fire and ice attacks by 2/3	-				Mirror shield + White shield + Holy water		
			28000						
SILVER SHIELD	48	Reduces damage from spells like Frizz, Sizz and Bang by 20 points	-		Black Citadel		Mirror shield + Armor seco essence + Magic water		
			16000						
BIG BOSS SHIELD	50	Reduces enemy's Defence when used in combat (Kasap spell)	-	Dodgy Dave					
			12000						
RUINOUS SHIELD	50	Cursed! Increases damage from fire and ice attacks and all spells (apart from Zap)	-		Areas accessible by air (Northwest Isle: plateau)	Hell's gatekeeper	Metal king shield + Devil's tail	Metal king shield = Ruinous shield + Saint's ashes + Orichalcum	
			2900						
THANATOS' SHIELD	55	Cursed! The bearer may sometimes be unable to move during combat	-				Goddess shield + Devil's tail	Goddess shield = Thanatos' shield + Saint's ashes	
			3650						
GODDESS SHIELD	55	Damage from fire and ice attacks is halved	-				Thanatos' shield + Saint's ashes	Thanatos' shield = Goddess shield + Devil's tail	
			47500						
METAL KING SHIELD	65	Reduces damage from fire and ice attacks by 30 points	-				Ruinous shield + Saint's ashes + Orichalcum	Ruinous shield = Metal king shield + Devil's tail	
			5000						



Helmetis HELMETS

BANDANA	1		45	Peregrin Quay	The Hero's inventory	Jailcat, Mummy boy, Skullrider, Killer croaker, Bodkin archer, Blood mummy	-	Boxer shorts = Bandit's grass skirt + Bandana Leather kilt = Leather whip + Bandana Turban = 2x Bandana Mercury's bandana = Bandana + Agility ring	
			23						
LEATHER HAT	3		65	Farebury	Yangus's inventory, Waterfall Cave	Bunicorn, Beetleboy, High roller, Dark sabrebat	-	Pointy hat = Leather hat + Iron nail Feathered cap = Leather hat + Chimaera wing	
			33						
HAIRBAND	5		150	Peregrin Quay	Jessica's inventory, Red's Den, Argonia	Dingaling, Bag o' laughs, Chimaera, Garuda, Heligator, Darkodile	-	Bunny ears = Hairband + Bunny tail	
			75						
POINTY HAT	7		70	Peregrin Quay		Squid kid	Leather hat + Iron nail	Stone Hardhat = Stone axe + Pointy hat	
			35						
TURBAN	8		410	Simpleton, Ascantha	Argonia	Mummy boy, Mummy, Terror tabby	2x Bandana	-	
			205						



Armour	DEF	Special Property	Buy/Shop	Location	Monster	Created From	Mix To
FEATHERED CAP	9			Maria region, Argona	Night Fox	Leather hat + Chimaera wing	Fur hood = Feathered cap + Fur poncho Hermes' hat = Feathered cap + Mercury's bandana Happy hat = Feathered cap + Elestial Shoes
BUNNY EARS	14	Changes Jessica's appearance when worn with the Bunny suit (first slot)	200			Hartland + Bunny tail	
STONE HARDHAT	15		450				
IRON HELMET	16		435	Mole Hole, Gondor, Bomboster, Living statue	Mad mole, Gondor, Bomboster, Living statue	Stone aye + Poxify hat	Stone aye = Stone Hardhat + Cypress stick Bronze helmet = Stone Hardhat + 2x Bronze mite
FUR HOOD	18		1100	Poisham	Argona	Battle beetle, Jar, Iron mite, Cave, Octavian sentry	
			550				Siegehammer = Giant mallet + 2x Iron helmet
HERMES' HAT	20	When not used in combat, teleports (Zoom spell)	1400	Church west of Trodian		Silenus	Feathered cap + Fur poncho
			700				
CORAL HAIRPIN	20		1400			Feathered cap + Mercury's bandana	
SLIME CROWN	20		950	Baccant		Walrus' weed, King kelp, Siren	
			475				Silver hara = Coral harape + Silver plate
BRONZE HELMET	20		6000	Hilltop Hut, Tyran Gully	King slime, Metal lung		Liquid metal sword = Rusty old sword + Slime crown + Orchacum King aye = Golden aye + Slime crown Metal king armour = Liquid Metal armour + Same crown + Orchacum
MERCURY'S BANDANA	23	Agility + 15	2000			Seasaur	Bandana + Agility ring
			925				Mercury's rapier = Fallen angel rapier + 2x Mercury's bandana Hermes' hat = Feathered cap + Mercury's bandana
SILVER TIARA	24		1450	Argona	Arcadia region	-	Coral harpin + Silver platter
			725				Golden hara = Thinking cap + Silver hara + Gold nugget
IRON MASK	25		3500	Argona, Heed, Sorelia, Cathedral, Arcadia	Cave west of Poisham	Shadow	
			1750				
MAGICAL HAT	25		2700	Argona, Arcadia	Argona	Dark slime, Macho macho, Grim nitr	
			2000				Magical shirt = Bandit's grass skin + Magical hat + Magical mask Scholar's cap = Magical hat + Scholar's Seeds

Armour	DEF	Special Property	Buy/Sell	Shop	Location	Mastered	Created From	Mix To
PIRATE'S HAT	30					Captain crow, Heavy hood		
PLATINUM HEADGEAR	30		1400					
HAPPY HAT	31	Regenerates MP while moving (in the wild and in dungeons)		Doddy Dave			Feathered cap + Ewining shoes	Eating shoes = Fishnet stockings = Happy hat
			10000					
IRON HEADGEAR	32		5500	Ortak	World of Darkness	Dark devildog		Thinking cap = Scholar's cap + Iron headgear Phantom mask = Iron headgear + Dark robe
			2750					
SCHOLAR'S CAP	33	Wisdom +10					Magical hat + Scholar's specs	Thinking cap = Scholar's cap + Iron headgear Sage's robe = Magic vestment + Scholar's cap
			5750					
HADES' HELM	33	Cursed! The wearer may sometimes be unable to move during combat		Pirate's Cove	Hell gladiator, Servant of darkness		Mythril helm + Devil's tail	Hell scythe = Steel scythe = Poison moth Indie + Hades' helm Mythril helm = Hades' helm + Saint's robes
			4250					
THINKING CAP	38	Wisdom +15	13000	Tyan Guly		Head of state	Scholar's cap + Iron headgear	Golden tiara = Thinking cap + Silver tiara + Gold nugget
			6500					
MYTHRIL HELM	38		13300	Empycchu	Dark Empycchu		Hades' helm + Saint's ashes	Hades' helm = Mythril helm + Devil's tail Raging bull helm = Mythril helm + Cowgirl + Fresh milk
			8800					
BAGING BULL HELM	42		16500				Mythril helm + Cowgirl + Fresh milk	
GOLDEN TIARA	43	Increases resistance against Wind, Frost, Fuddle and Frost attacks					Thinking cap + Silver tiara + Gold nugget	
			26000					
GREAT HELM	45		16000	Tyan Guly				
			8000					
PHANTOM MASK	48	Increases the wearer's chance of dodging enemy attacks					Iron headgear + Dark robe	
			29000					
SKULL HELM	49	Cursed! The wearer's Attack drops to zero		Areas accessible by air (Isolated floating platforms)			Sun crown + Devil's tail	Sun crown = Skull helm + Saint's ashes
			4500					

Armour	DEF	Special Property	Buy	Shop	Location	Monster	Created From	Mix To
SUN CROWN	52	increases resistance against Snoot, Asmodei and Fuddle (Confused)					Skull helmet + Saint's ashes	Skull helmet = Sun crown + Devil's tail Timber of Iession = Sun crown + Magic beast hide + Tough guy tattoo
METAL KING HELM	55	increases resistance against Whack, Snoot, Fuddle and Forte attacks			Reword from the Princess of Medals (50 Medals)			

ACCESSORIES

Accessories can have numerous benefits: you can use them to increase a character's attack power, to provide extra protection, or to boost a character's Wisdom. The items are listed according to the "Special Property" that they add

to a particular attribute: Attack, Defence, Agility or Wisdom. They are sorted in ascending order of these bonus values within the individual groups.

Accessories

Accessory	Special Property	Buy	Shop	Location	Monster	Created From	Mix To
	Attack +5			Aracsha, prize in the Monster Arena (Rank Q)	Muddy hand	Prayer ring + Seed of strength	Human's bow = 2x Cypress stick + Strength ring Power shield = Magic shield + Strength ring + Cured cheese Tit's belt = Leather belt + Strength ring Mighty armlet = Strength ring + Tit's belt
	Attack +8	2400		Baccala region	Troll, Hoodman, Anchorman, Bellal	-	Timber of Iession = Sun crown + Magic beast hide + Tough guy tattoo Falcon knife = Sime earrings + Tough guy tattoo + Agility ring Holy talisman = Tough guy tattoo + Holy water + Gold tattoo
	Attack +10, Wisdom +10			Neos (Event)	-	-	-
	Attack +10		1500 tokens	Potham-casino (1500 tokens)	Cocatzeer, Skeleton soldier, Golem, Jackal roper, Cocatzeer	Leather kit + Strength ring	Mighty armlet = Strength ring + Titan belt
	Attack +15			notured Plateau, prize in the Monster Arena (Rank Q)	Stone guardian	Strength ring + Tit's belt	Dragon slayer = Dragonbone + Mighty armlet Uber war hammer = War hammer + Mighty armlet Giant armor = Bandit mail + 2x Mighty armlet
	Attack +20, Agility +20		Page 224		-	-	-
	Defense +2		Page 201	Ascartha	-	-	

Accessory	Special Property	Buy/ Sell	Shop	Location	Monster	Created From	Mix To
	Defense +4	350 175		Feny (Event), Castle Trodian, Arcadia	Fencing fox, Drappling, Drappling, Goodybag, Gold golem, Chomine, Lunar demon, Noseo mache		Shimmering dress = Spangled dress + Ruby of protection + Gold brace Life bracer = Recovery ring + Gold brace
	Defense +4	400 200	Peregrin Quay, Arcadia	Alesandria region	She-slime, Pupperette, Slime knight, Magic shrimps, Metal slime knight, King slime		Falcon kite = Slime earrings + Tough guy talbo + Agility ring
	Defense +5 max. HP +30	- 7000			Dark dwellog	Recovery ring + Gold brace	Uber miracle sword = Miracle sword + Life bracer Staff of resurrection = Rune staff + Life bracer + Yggdrasil leaf
	Defense +5, Regenerates 20-30 MP when used. (may break)	9000 1500	Argonia (only during bazaar), Baccarat-Casino (1000 bazaar)	W Argonia x 2, Black Cradel	Goodybag, High roller	Gold ring + Seed of magic	Magic armour = Full plate armour + Prayer ring + Ruby of protection Magic shield = Steel shield + Prayer ring + Ruby of protection Staff of resurrection = Rune staff + Life bracer + Yggdrasil leaf Recovery ring = Prayer ring + Seed of life Ruby of protection = Prayer ring + Seed of defence Agility ring = Prayer ring + Seed of agility
	Defense +5 Prevents random combat	-		On completion of the Deleted Monster List			
	Defense +5	-		Simperton (Non-Angels)			
	Defense +5	- 240		Roya Hunting Ground, Dark Arcadia, Desert, Dark Empyrean	Hacksaurs, Dragon Steel Dragon Saurus Frost wyrm, Tyrannosaurus, Frau-fau		Dragon tail whip = Snakeskin whip + 2x Dragon scale Scale armour = Leather armour + Dragon scale Dragon scale = Steel scale + Dragon scale Scale shield = Leather shield + Dragon scale Dragon shield = Steel shield + 2x Dragon scale
	Defense +6	- 700		Red's Dark, Castle Trodian, Baccarat	Witch, Dark turkey, Fowlfighter		Eros bow = Hunter's bow + Garter
	Defense +8 Changes Jessica's appearance when worn with the Bunny suit and Bunny ears	- 900		Reborn from Princess Minnie (28 Minions)	Ice queen		Elevating shoes = Fishnet stockings + Happy hat
	Defense +10	2000 1000	Argonia	Baccarat, Potham region	Draplio, Night emperor, Gold golem, Groot, Bloody hand		Prayer ring = Gold ring + Seed of magic Ring of truth = Gold ring + Sandstorm spear Ring of life = Gold ring + Phoenix feather Full moon ring = Gold ring + Moon moth零件 Ring of awakening = Gold ring + Dream blade Ring of clarity = Gold ring + Fallen angel taper
	Defense +10 Increased resistance against Dizzied status change	- 700		Dan Godot's Eye		Gold ring + Sandstorm spear	Catholicon ring = Full moon ring + Ring of truth + Ring of immunity
	Defense +10 Increased resistance against the Environmentated status change	- 750				Gold ring + Poison needle	Catholicon ring = Full moon ring + Ring of truth + Ring of immunity
	Defense +10 increased resistance against death spells such as Whack	- 2400				Tough guy talbo + Holy water + Gold rosary	Holy silver rapier = Templar's sword + Holy talisman Zombie slayer = Zombiedane + Holy talisman

Accessory	Special Property	Buy/Sell	Shop	Location	Monster	Created From	Mix/To
	Defense +10 Increased resistance against the Paralyzed status change	 600			Tentacar	Gold ring + Person meth knife	Catholicon ring = Full moon ring + Ring of truth + Ring of immunity
	Defense +10 Increased resistance against the Asleep status change	 550			-	Gold ring + Dream blade	Scholar's specs = Ring of awakening + Ring of clarity + Seed of wisdom
	Defense +10 Increased resistance against the Confused status change	 650		Prize in the Monster Arena (Point E)	-	Gold ring + Fallen angel raper	Scholar's specs = Ring of awakening + Ring of clarity + Seed of wisdom
	Defense +15 HP regeneration when moving in the wild and in dungeons	 4800		Ryton's Tower	Pandora's box	Prayer ring + Seed of life	Life bracer = Recovery ring + Gold bracer Goddess ring = Recovery ring + Orchilacum
	Defense +15 Increased resistance against Sneeze, Fuddle, Daze, Poison, Paralysis	 18000			-	Full moon ring + Ring of truth + Ring of immunity	
	Defense +15	3100	Argona	Baccarel Olkuska	Living statue, Elysium bed	Prayer ring + Seed of defence	Magic armor = Full plate armor + Prayer ring + Ruby of protection Shimmering dress = Sparkled dress + Ruby of protection + Bind bracelet Magic shield = Steel shield + Prayer ring + Ruby of protection
		1550					
	Agility -2	50	Argona	Maelia region, Prohain, Baccarel, Arcadia	Bunicorn, Serpent, Mystic hare, Night crawler, See angel, Dark gryphon	-	Bunny suit = Silk bushier = Bunny tail Bunny ears = Hairband + Bunny tail
		25					
	Agility +5. Wear receives EXP when moving in the wild and in dungeons (around 10,000 per hour)	50			Liquid metal slime, Heli hopper	Feltmet stockings + Happy hat	Happy hat = Elevating shoes + Feathered cap
		50					
	Curse! Agility +10 Reduced resistance against magic and status changes	200	[Night 2.0]	Argona, Heli Grotto, World of Darkness	Top devil, Demon thunderer, Caped caper	Prayer ring + Seed of agility	Falcon knife = Slime earnings + Tough guy tattoo + Agility ring Mercury's bandana = Bandana + Agility ring Merion's braces = 2x Agility ring + Orchilacum
		100					
	Agility +15	 180	Pickman-casino (1000 tokens)	Kingdom of Asscaria, Blizzared Peaks, Holy Isle of Neos	-	Prayer ring + Seed of agility	Falcon knife = Slime earnings + Tough guy tattoo + Agility ring Mercury's bandana = Bandana + Agility ring Merion's braces = 2x Agility ring + Orchilacum
	Agility +50	 2500					
	Curse! Agility -15 Max MP halved	- 425	Argona	Wight king	Sorcerer's ring + Devil's tail	Sorcerer's ring = Skull ring + 2x Saint's aches	

Accessory	Special Property	Buy/ Sell	Shop	Location	Monster	Created From	Mix To
	Wisdom + 5	500 250	Savies Cathedral Neos		Tormented soul		Holy tassel = Tough guy tassel + Holy water + Gold rosary Princess's robe = Angel's robe + Gold rosary + Shimmering dress Holy armband = Long spear + Gold rosary
	Wisdom + 10, max MP + 30					Skull ring + 2x Saint's ashes	Skull ring = Sorcerer's ring + Devil's tail
	Wisdom = 15	2700 1350	Argona	Neos	Mummy, Pupin slayer, Dead ringer, Sea dragon	Ring of awakening + Ring of clarity + Seed of wisdom	Scholar's cap = Magical hat + Scholar's specs
	Wisdom + 20 MP restored while moving, increased resistance against Snore, Fuddle, Paralyse					Recovery ring + Onychalum	

THE ALCHEMY POT

Occasionally you will see a brief cutscene showing Trode tinkering with something in his wagon. When you cross the sea to reach the southeastern continent,

Trode's surprise is finally unveiled: the alchemy pot! A new option will then appear in the Misc. menu, enabling you to use this important piece of equipment.

WHEN TWO BECOME ONE

Basically, creating items with the alchemy pot is as easy as falling off a log: you simply open the menu, select an item from the inventory or bag and place it in the pot, then select a second item and throw that in. After a few moments you will find out if the two ingredients are suitable for mixing. If they are not compatible, both will be returned to their original locations. If the two items are suitable for mixing, the magical process will begin. All you have to do is

wait, the alchemy pot does all the hard work. Exit the Alchemy Pot menu and go on your merry adventuring way. You will eventually hear a "ping" (similar to the sound of a microwave), signalling that the process is complete. Open the Alchemy Pot menu to see the result. Your brand spanking new item will be placed in the first free space in your inventory.

SELECTING INGREDIENTS

Select whether you want to access a character's inventory, or the bag, from the list on the left of the screen. The contents of the relevant location are displayed in the centre. Items that have been equipped by a character or which cannot be used for alchemical purposes are greyed out.

When you select an available item, it will appear in the alchemy pot on the right. The cursor will then return to the left-hand side, ready for you to choose the second ingredient. Once you have done so, press B to start the mixing process and then confirm your decision. You will automatically return to the Misc. menu if you have a workable formula. (Note: The order in which the ingredients are added to the pot is irrelevant.)

Sneak preview: You can stop the mixing process at any time before you hear the "ping" simply by opening the Alchemy Pot menu and confirming that you want to stop the process. The ingredients will then be returned to the inventory, in their original condition.

However, you can just take a peek at the pot without interrupting the mixing process to see how your concoction is progressing. The more fiercely the mixture is bubbling and the more frantically the lid is rattling, the closer it is to completion.

Recipes: Once you learn a recipe, it is automatically recorded in the Alchemy Recipe Book (a new menu item in the Battle Records menu). You can obtain recipes from books (by perusing bookshelves), during conversations

with people that you meet on your travels, or by stumbling on successful concoctions while experimenting. When you select a recipe from this menu, you will then automatically access the alchemy pot.

The power of three: Initially, you can only mix two items in the alchemy pot but, at a certain point in the game (see Walkthrough page ???), Trode upgrades his pride and joy so that you can create items using three ingredients.

Out of sight, out of mind: You can only access the alchemy pot when Trode or, more precisely, the wagon is nearby: you cannot access it in a dungeon. The pot will bubble away happily in your absence, however, so it's always a good idea to chuck something useful on the back burner before you enter a dungeon.

Gone off the boil? Just think how upset Trode will be if you leave his precious invention to rust in the back of the wagon! Trust us, you wouldn't like him when he's angry! It therefore makes sound sense to use the alchemy pot regularly. You should really have something brewing all the time. Even if you don't currently have the necessary ingredients to concoct a more exotic weapon or item, you should still take the opportunity to mix something basic that you can sell at a profit. For example, the classic combination of medicinal herb + medicinal herb = strong medicine will sell for 88G (although the price will change later). You will find numerous helpful alchemy tips throughout the Walkthrough.

GOOD THINGS COME TO THOSE WHO WAIT

The alchemy pot takes time to work its magic, although the time varies for different brews. As a general rule, the more complicated the recipe, the longer it takes. Strictly speaking, the time isn't measured in minutes but in miles travelled!

You can't just hang around and wait until your concoction is ready, you have to move. Nothing will happen if you start a recipe and then put your controller down while you pop off for a cup of tea. Mixing will only progress while your party members are on the move. (It doesn't matter if you make the character run against a wall, as long as they're moving.)

The mixture cooks more quickly in the wild than in towns or dungeons. Using faster modes of transport such as ships or animals will not speed up the process. There are no short cuts in the world of alchemy!

The preparation time can also be thought of in terms of "running time". The table below tells you approximately how long you must run before a mixture is ready. (If your character is walking slowly, the process will take twice as long.)

RATING:

This column gives you an idea of the usefulness of items produced in the alchemy pot. The rating shows you at glance which recipes deserve your undivided attention and which are not worth a second glance: a rating of zero stars suggests a complete waste of time and ingredients, while four stars indicates an essential piece of equipment.

TIME REQUIRED FOR MIXTURES

Category	Wild	Town/Dungeon
A	1.5 min	2 min
B	2 min	3 min
C	3 min	4 min
D	4 min	6 min
E	6 min	8 min
F	10 min	15 min

RECIPES



End Product	Ingredient 1	Ingredient 2	Ingredient 3	Special Property *1	*2	Location of Recipe	Comments
Strong medicine	Medicinal herb	Medicinal herb	-	-	A	... Regan Quay, bookshelves in the inn	Same price: 88G. Between 30 and 50 units sold: 254G
Special medicine	Strong medicine	Strong medicine	-	-	A ***	-	-
Rose-root	Strong medicine	Medicinal herb	-	-	A **	-	-
Rose-root	Medicinal herb	Medicinal herb	Medicinal herb	-	B *	-	-
Amor seco essence	Holy water	Strong medicine	-	-	A *	-	-
Strong antidote	Medicinal herb	Antidote herb	-	-	B **	-	-
Special antidote	Strong antidote	Strong antidote	-	-	B	-	The other recipe is better
Special antidote	Medicinal herbs	Antidote herbs	Antidote herbs	-	B ***	-	-
Rose-wort	Strong medicine	Moonwort bulb	-	-	A *	-	-
Rose-wort	Medicinal herb	Medicinal herb	Moonwort bulb	-	B *	-	-
Moer's mercy	Moonwort bulb	Moonwort bulb	Moonwort bulb	-	B ***	Castle Trodian, bookshelves in the Queen's room on the second floor.	Nice little earner. Sale price: 308G. Over 6 units: 16G each; quantities over 11, only 93G each
Lesser panacea	Special medicine	Special medicine	-	-	B **	-	-
Greater panacea	Lesser panacea	Rose-root	Rose-wort	-	B *	-	-
Greater panacea	Special medicine	Special medicine	-	-	B	-	The other recipe is better
Yggdrasil dew	Yggdrasil leaf	Magic water	-	-	C ***	-	Required for the preparation of Elfin elixir
Magic water	Seed of magic	Holy water	-	-	B *	-	Can also be bought in a shop
Elfin elixir	Yggdrasil dew	Magic water	-	-	C ***	Castle Trodian, bookshelves in the library	-
Holy water	Amor seco essence	Rock salt	-	-	A	-	Can also be bought in a shop
Chimera wing	Wing of bat	Wing of bat	-	-	A	-	Can also be bought in a shop
Mystifying mixture	Holy water	Wing of bat	Cowpat	-	A	-	The other recipe is better
Mystifying mixture	Medicinal herb	Antidote herb	Moonwort bulb	-	A ***	-	High sale price: 841G. Between 30 and 49 pieces, otherwise 280G
Sage's stone	Gold nugget	Orichalcum	Yggdrasil dew	-	E ***	Monument on the hill on Northwest Island	Orichalcum is rare, so you might want to consider doing something else with it
Timbrel of insomnia	Sun crown	Magic beast hide	Tough guy tattoo	-	F ****	-	An extremely useful item
Plain cheese	Scorching cheese	C-c cold cheese	-	-	A	-	The other recipe is better
Plain cheese	Fresh milk	Revert powder	-	-	A ***	Assassins' Castle, bookshelves in the church	-
Spicy cheese	Plain cheese	Red mould	-	-	A **	-	-
Super spicy cheese	Spicy cheese	Red mould	Red mould	-	A ***	-	-
Super spicy cheese	Spicy cheese	Rock grass	-	-	A ***	-	-
Scorching cheese	Super spicy cheese	Premium mould	Dragon dung	-	A ***	W Argonia, man outside the Pester's Tent	-
Cool cheese	Plain cheese	Waterweed mould	-	-	A ***	-	-
Chilly cheese	Cool cheese	Waterweed mould	-	-	A **	-	-
Gold cheese	Chilly cheese	Waterweed mould	Waterweed mould	-	A ***	-	-
C-c cold cheese	Cold cheese	Premium mould	Dragon dung	-	A ***	W Argonia, man outside the Pester's Tent	-
Mild cheese	Plain cheese	Amor seco essence	-	-	A ***	Castle Trodian, bookshelves in the library	-

*1 Time Required
*2 Rating



End Product	Ingredient 1	Ingredient 2	Ingredient 3	Special Property *1	*2	Location of Recipe	Comments	
Cured cheese	Fresh milk	Premium mould	Amor zoco essence	-	B	-	Dark Emprechu, man in the house who is looking at the baws	
Angel cheese	Fresh milk	Premium mould	Yggdrasil dew	-	B	**	-	
Hard cheese	Fresh cheese	Rock salt	-	-	A	**	Aracida, bookshelves in the inn	
Soft cheese	Fresh milk	Reinert powder	Rock salt	-	A	**	Aracida, bookshelves in the inn	
Chunky cheese	Plain cheese	Magic water	-	-	B	****	Baccarat, bookshelves in 1st house	
Highly-strong cheese	Super spicy cheese	Cold cheese	Rock salt	-	B	**	Tyran Guy, bookshelves next to the bank	
Premium mould	Red mould	Waterweed mould	Yggdrasil leaf	-	B	*	Okrukt, bookshelves in Marci's room	
Thief's key	Iron nail	Bronze knife	-	-	A	****	Forbury, Thief's key recipe	
Swords	Copper sword	Bronze knife	Bronze knife	-	Attack 13	A	-	
	Rusty old sword	Liquid metal sword	Mystifying mixture	Cowpar	Attack 45	A	-	
	Holy silver rapier	Templar's sword	Holy talisman	-	Attack 54	B	-	
	Über lasson blade	Falcon blade	Mesmerite bracer	-	Attack 55	E	****	
	Fallen angel rapier	Holy silver rapier	Devil's tail	Wing of bat	Attack: 61	C	*	
	Zombie slayer	Zombiebane	Holy talisman	-	Attack: 65	D	***	
	Double-edged sword	Über double-edge	Devil's tail	-	Attack: 76	C	-	
	Über double-edged	Double-edged sword	Saint's ashes	Saint's ashes	Attack: 76	D	**	
	Mercury's rapier	Fallen angel rapier	Mercury's bandana	Mercury's bandana	Attack: 78	D	*	
	Dragon slayer	Dragonstone	Mighty armlet	-	Attack: 83	D	****	
Spears	Blizzard blade	Bastard sword	Icecold dirk	Cold cheese	Attack: 90	E	-	
	Über miracea sword	Miracle sword	Life bracer	-	Attack: 95	E	**	
	Shimmer of light	Rune staff	Light shield	Shimmering dress	Attack: 110	E	-	
	Liquid metal sword	Rusty old sword	Slime crown	Orchalcum	Attack: 118	E	***	
	Iron lance	Cypress stick	Dagger	-	Attack: 24	A	*	
	Long spear	Cypress stick	Cypress stick	Iron lance	Attack: 30	C	*	
	Holy lance	Long spear	Gold rosary	-	Attack: 39	D	***	
	Sandstorm spear	Parhsan	Saint's ashes	-	Attack: 67	D	***	
	Demons spear	Battle fork	Poison needle	Devil's tail	Attack: 86	E	***	
	Reinforced boomerang	Boomerang	Iron nail	-	Attack: 32	B	****	
Axes	Razor Wing boomerang	Edged boomerang	Wing of bat	Steel scythe	Attack: 42	D	*	
	Flamefang boomerang	Swallowtail	Flame shield	-	Attack: 63	D	*	
	Metal wing boomerang	Razor wing boomerang	Metal long spear	-	Attack: 90	E	**	
	Stone axe	Stone hatchet	Cypress stick	-	Attack: 20	A	-	
	Golden axe	Iron axe	Gold nugget	-	Attack: 27	B	-	
	Iron axe	Farmer's scythe	Farmer's scythe	-	Attack: 38	B	***	
	Bandit axe	Battle-axe	Thief's key	-	Attack: 55	C	*	
	Moon axe	Golden axe	Moon's mercy	-	Attack: 60	C	-	
	King axe	Golden axe	Slime crown	-	Attack: 80	D	-	
	Steel hammer	Giant mallet	Iron helmet	Iron helmet	Attack: 33	B	-	
Clubs	Über war hammer	War hammer	Mighty armlet	-	Attack: 69	C	*	
	Megaton hammer	Über war hammer	Conqueror's axe	Orichalcum	Attack: 108	E	-	
	Hell scythe	Steel scythe	Poison matte knife	Hades' helm	Attack: 65	E	*	
	Frikon lentsi	Skime earnings	Tough guy tattoo	Agility ring	Attack: 34	C	**	
	Assassin's dagger	Eagle dagger	Poison needle	-	Attack: 37	C	*	
	Imp knife	Assassin's dagger	Devil's tail	-	Attack: 52	E	*	
	Leather whip	Devil's tail	Saint's ashes	-	Attack: 6	A	-	
	Snakeskin whip	Leather whip	Scare shield	-	Attack: 23	B	****	
	Dragonsteel whip	Snakeskin whip	Dragon scale	Dragon scale	Attack: 47	D	***	
	Demon whip	Scourge whip	Devil's tail	-	Attack: 72	A	-	
Knives	*1 Time Required *2 Rating							
	Very useful initially. Can later be mixed to make Dragonsteel whip							
	Can also be bought in a shop							
	Can also be bought in a shop							
	Very useful initially. Even though you have to sacrifice a Melchante bracer to make it							
	Monument on the hill on Northwest Island							
	A very useful weapon, even though you have to sacrifice a Melchante bracer to make it							
	Can also be bought in a shop							
	Can also be bought in a shop							
	Extremely useful against certain bosses							
Whips	Page 224							
	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							
	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							
	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							
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	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							
Axes	Page 209							
	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							
	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							
	Very useful initially when the Hero uses Scream. Can be bought in Richtam town.							
	Very useful initially. However you should use the skill "Scream" so that you end up mix the Thief's key.							
	Dazzle effect. A useful ingredient for other items							
	Very powerful when it first becomes available. Use Devil's tail for this or for Dark robe.							
	Very useful as it is a powerful weapon initially. However you should use the skill "Scream" so that you end up mix the Thief's key.							
	Very useful as it is a powerful weapon initially. However you should use the skill "Scream" so that you end up mix the Thief's key.							
	Very useful as it is a powerful weapon initially. However you should use the skill "Scream" so that you end up mix the Thief's key.							
Clubs	Page 209							
	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							
	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							
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	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							
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Knives	Page 209							
	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							
	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							
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	Can also be bought in a shop. As locate dirk is very useful, but as luck would have it, you can find another one later on.							

End Product	Ingredient 1	Ingredient 2	Ingredient 3	Special Property *1	*2	Location of Recipe	Comments
Sorcery whip	Demon whip	Saint's ashes	-	Attack: 99	D	-	Good if you don't have a Crimson whip.
Magma staff	Wizard's staff	Rosebomber shield	-	Attack: 28	G	-	You can buy another Rosebomber staff later.
Staff of antimagic	Wizard's staff	Rune staff	-	Attack: 41	D	***	Arcadia, Dominico's Manor bookshelves on the ground floor
Staff of resurrection	Rune staff	Life bracelet	Yggdrasil root	Attack: 77	E	-	Good if you already have the Rune Staff.
Hunter's bow	Short bow	Chain whip	-	Attack: 30	A	-	-
Hunter's bow	Cypress stick	Cypress stick	Strength ring	Attack: 30	D	-	-
Eros' bow	Hunter's bow	Garter	-	Attack: 45	C	****	Poisham (by the ladder to the southwest) (after acquiring the step)
Cheron's bow	Eros' bow	Power shield	-	Attack: 63	E	-	-
Odin's bow	Cheron's bow	Eros' bow	Great bow	Attack: 125	E	****	Black Citadel, outside bookshelves
Wayfarer's clothes	Plain clothes	Plain clothes	-	Defence: 7	A	-	-
Boyer shorts	Bandit's grass skirt	Bandana	-	Defence: 8	A	-	Ruined Abbey, bookshelves on the third floor of the basement
Leather armour	Wayfarer's clothes	Magic breast hide	-	Defence: 11	A	-	-
Leather kill	Leather whip	Bandana	-	Defence: 12	A	-	-
Leather kill	Boyer shorts	Magic breast hide	-	Defence: 12	A	-	-
Templar's uniform	Wayfarer's clothes	Templar's shield	-	Defence: 13	B	-	-
Leather dress	Dancer's costume	Magic breast hide	-	Defence: 15	B	-	-
Scale armour	Leather armour	Dragon scale	-	Defence: 17	A	-	A complete set of a Dragon scale
Chain mail	Wayfarer's clothes	Chain whip	-	Defence: 20	A	**	-
Bronze armour	Chain mail	Bronze shield	-	Defence: 24	A	*	-
Iron cuirass	Iron shield	Iron shield	-	Defence: 25	B	-	-
Pur poncho	Magic breast hide	-	-	Defence: 29	B	*	Pretty powerful, but Magic breast hides are more effectively used in other robes.
Robe of serenity	Cloak of evasion	Boyer shorts	-	Defence: 34	C	***	Castile Trostain, bookshelves in the library
Bunny suit	Silk bushes	Bunny tail	-	Defence: 38	C	-	A prize in the Monster Arena, Rank F
Zombie mail	Silver mail	Zombiebrane	-	Defence: 42	A	-	A cursed item
Zombie mail	Platinum mail	Devil's tail	-	Defence: 42	B	-	-
Silver cuirass	Iron cuirass	Silver platter	Silver platter	Defence: 44	C	-	-
Sage's robe	Magic vestment	Scholar's cap	-	Defence: 55	D	***	Marina Abbey, bookshelves in Marcella's room
Magical skirt	Bandit's grass skirt	Magical hat	Magical mace	Defence: 55	C	*	An element of the Angel's robe
Magic armour	Full plate armour	Prayer ring	Ruby of protection	Defence: 55	C	*	-
Dancer's mail	Silver mail	Dancer's costume	-	Defence: 57	D	****	Arcadia, bookshelves in a house (Sale price: 82000G)
Dragon mail	Silver mail	Dragon scale	Dragon scale	Defence: 60	C	**	-
Shimmering dress	Spangled dress	Ruby of protection	Gold bracer	Defence: 67	D	**	Okruks, bookshelves in the church
Spiked armour	Magic armour	Edged boomerang	-	Defence: 68	D	**	Arcadia, bookshelves in a house
Platinum mail	Zombie mail	Saint's ashes	-	Defence: 72	D	***	Arcadia, Dominico's Manor bookshelves on the first floor
Angel's robe	Flowing dress	Magical skirt	-	Defence: 73	D	**	Use the first Saint's ashes that you find for this armour or the Sandstorm spear
Bandit mail	Heavy armor	Bandit's axe	Bandit's grass skirt	Defence: 80	D	*	An element of the Princess's robe
Crimson robe	Sage's robe	Mug of water	Hook grass	Defence: 82	E	***	Maria's Cottage, bookshelves on the ground floor
Dark robe	Cloak of evasion	Devil's tail	Wing of bat	Defence: 87	D	****	Arcadia, bookshelves in a house
Mirror armour	Silver mail	Mirror shield	Mirror shield	Defence: 92	D	-	-
Princess's robe	Angel's robe	Gold rosary	Shimmering dress	Defence: 94	D	**	Ascantha Castle, from King Paus
Gigant armour	Bandit mail	Mighty armlet	Mighty armlet	Defence: 95	D	***	-
Oblivion buster	Dangerous buster	Shimmering dress	-	Defence: 105	E	****	Chen Mu's house, bookshelves Page 2.2.7
Metal king armour	Liquid metal armour	Slime crown	Orichalcum	Defence: 120	E	***	Fenxbury, sleeping warrior in the inn
Leather shield	Pot lid	Magic breast hide	-	Defence: 4	A	-	-
Scale shield	Leather shield	Dragon scale	-	Defence: 7	A	-	A waste of a Dragon scale
Bronze shield	Leather shield	Bronze bridle	-	Defence: 10	A	**	-
Templar's shield	Iron shield	Templar's uniform	-	Defence: 14	B	*	-
White shield	Iron shield	Silver platter	-	Defence: 24	C	*	-
White shield	Light shield	Fresh milk	Fresh milk	Defence: 24	C	***	Castile Trostain, bookshelves in the library
Magic shield	Saint shield	Prayer ring	Ruby of protection	Defence: 27	C	-	-
Dragon shield	Saint shield	Dragon scale	Dragon scale	Defence: 30	C	***	A good shield
Ice shield	Magic shield	Ice cold disk	-	Defence: 33	D	-	You can also buy it. Waste of an ice cold disk.

*1 Time Required
*2 Rating

End Product	Ingredient 1	Ingredient 2	Ingredient 3	Special Property *1	*2	Location of Recipe	Comments
Flame shield	Magic shield	Flaming boomerang	-	Defence: 34	D	-	Can also be bought in a shop
Power shield	Magic shield	Strength ring	Dried cheese	Defence: 38	D	***	A good shield
Saintess shield	Minor shield	White shield	Holy water	Defence: 46	E	***	Empycchu, the smith's house
Silver shield	Minor shield	Amor seco essence	Magic water	Defence: 48	E	***	Mountain on the hill on Northwest Island
Rumous shield	Metal king shield	Devil's tail	-	Defence: 50	A	-	A good shield, also found in the Black Citadel
Therates' shield	Goddess shield	Devil's tail	-	Defence: 55	A	-	-
Goddess shield	Therates' shield	Saint's ashes	-	Defence: 55	E	****	A very good shield for Jessica
Metal king shield	Rumous shield	Saint's ashes	Orichalcum	Defence: 65	E	****	Black Citadel, outside bookshelves
Polyt hat	Leather hat	Iron nail	-	Defence: 7	A	-	A waste of an iron nail
Turban	Bandana	Bandana	-	Defence: 8	B	***	A good little turban. The style price never drops
Feathered cap	Leather hat	Chamara wing	-	Defence: 9	A	****	Manly Abbey, Abbott's Residence, bookshelves on the ground floor
Bunny ears	Hairband	Bonny tail	-	Defence: 14	B	****	Petram, bookshelves in a house
Stone hardhat	Stone axe	Pony tail	-	Defence: 15	B	***	Ascartha, bookshelves in the church
Fur hood	Feathered cap	Fur poncho	-	Defence: 18	B	***	-
Hermes' hat	Feathered cap	Mercury's bandana	-	Defence: 20	C	**	Aracida, bookshelves in a house
Bronze helmet	Stone hardhat	Bronze levile	Bronze knife	Defence: 20	C	***	Castle Trojan, bookshelves in the library
Mercury's bandana	Bandana	Agility ring	-	Defence: 23	C	****	Argonia Castle, bookshelves on the first floor
Silver Hera	Coral harpin	Silver platter	-	Defence: 24	B	**	-
Happy hat	Feathered cap	Bleating shoes	-	Defence: 31	D	**	Can also be bought in a shop
Scholar's cap	Magical hat	Scholar's specs	-	Defence: 33	C	**	An element of the Sage's robe and the Thinking cap
Hades' helm	Mythril helm	Devil's tail	-	Defence: 33	A	-	-
Thinking cap	Scholar's cap	Iron headgear	-	Defence: 38	E	****	More powerful than the Scholar's cap, you can buy it in Tynyl Gully later on
Mythril helm	Hades' helm	Saint's ashes	-	Defence: 38	C	**	-
Raging bull helm	Mythril helm	Cowjal	Fresh milk	Defence: 42	D	**	Priest's Cow, bookshelves on the first floor of the basement
Golden tiara	Thinking cap	Silver harpa	Gold nugget	Defence: 43	D	****	The best headgear for Jessica
Phantom mask	Iron headgear	Dark robe	-	Defence: 48	D	****	Increases the wearer's ability to dodge arrows. Very useful
Skull helm	Sun crown	Devil's tail	-	Defence: 49	A	**	Handy for stealing items from monsters (equip it and attack using the Stainless Steel sword).
Sun crown	Skull helm	Saint's ashes	-	Defence: 52	E	***	An element of the Timber of Irenicus and the Staff helm. Weigh up which will be most useful to you.
Strength ring	Prayer ring	Seed of strength	-	Attack: +5	C	*	-
Titan belt	Leather belt	Strength ring	-	Attack: +10	C	*	-
Mighty armlet	Strength ring	Titan belt	-	Attack: +15	D	***	An element of Gigant armour and the Dragon slayer
Life bracer	Recovery ring	Gold bracer	-	Defence: +5, max HP: +30	D	***	An element of the Uber miracle blade
Prayer ring	Gold ring	Seed of magic	-	Defence: +5	B	*	-
Ring of truth	Gold ring	Sandstorm spear	-	Defence: +10	C	**	-
Ring of immunity	Gold ring	Poison needle	-	Defence: +10	C	**	Immunity against poisoning. Dodge. Does not exchange it for you.
Holy talisman	Tough guy tattoo	Holy water	Gold rosary	Defence: +10	D	*	Useful if you want to create a Zombie. Does not exchange it for you.
Full moon ring	Gold ring	Poison moth knife	-	Defence: +10	C	**	-
Ring of awakening	Gold ring	Dream blade	-	Defence: +10	C	**	Princess Miriam's Castle, bookshelves on the first floor
Ring of clarity	Gold ring	Fallen angel rapper	-	Defence: +10	C	**	-
Recovery ring	Prayer ring	Seed of life	-	Defence: +15	D	*	-
Catholicon ring	Full moon ring	Ring of truth	Ring of immunity	Defence: +15	E	***	Aracida, bookshelves in a house
Ruby of protection	Prayer ring	Seed of defence	-	Defence: +15	C	*	Can also be bought in a shop
Evening shoes	Fishnet stockings	Happy hat	-	Agility: +5	D	*	-
Agility ring	Prayer ring	Seed of agility	-	Agility: +15	C	*	-
Mesmerite bracer	Agility ring	Agility ring	Orichalcum	Agility: +50	E	***	Hiliztop hat, from a Shrine in the well
Skull ring	Sorcerer's ring	Devil's tail	-	Agility: +15	A	-	-
Sorcerer's ring	Skull ring	Saint's ashes	Saint's ashes	Wisdom: +10, max MP: +30	D	**	If you have won a large amount of Saint's ashes at the cauldron.
Scholar's specs	Ring of awakening	Ring of clarity	Seed of wisdom	Wisdom: +15	A	*	The minimal MP regeneration hardly justifies sacrificing the Orichalcum to create this item.
Goddess ring	Recovery ring	Orichalcum	-	Wisdom: +20	E	*	-

*1 Times Required
*2 Rating

Monsters



4th Chapter

Monsters

Knowledge is power, and this chapter tells you all you need to know about the monsters, mummies, mutants and other creatures who like nothing better than to make life difficult for you in the world of Dragon Quest. You will learn about each monster's attributes so that you will be aware of how dangerous an encounter is likely to be. You will also find out which items your enemies are likely to leave behind after a battle.

MONSTERS

Monsters



4 1 DRACKY 2



Bird 3

HP	4	10	Attack	6	12	Agility	8	8	
MP	5	0	Defence	7	9	Level	9	2	
Item (Chance)								10 Medicinal herb (1.56%)	
Rare Item (Chance)								11 Chimaera wing (0.78%)	
EXP	12	2	Gold	13	3	Intimidate	14	A	
Habitat	15	Farebury region, Waterfall Cave, Kingdom of Trodain, Isolated Plateau, Godbird's Eyrie							
Special Property		16	Often dodges attacks						

1. **No.:** As listed in numerical order in the Defeated Monster List: see page 15 in the How to Play chapter.

2. **Name** of the monster

3. **Family:** Indicates the type of monster.

4. **HP:** The "hit points" (or damage points) indicate the minimum amount of damage you must inflict to defeat your enemy. It is important to bear in mind that some monsters can heal themselves.

5. **MP:** This is the amount of MP (magic points) available to your enemy during combat. If the value indicated is zero, the monster is unable to cast spells. This also means that a spell such as Drain Magic, which transfers MP from the enemy to your character, will have no effect.

6. **Attack:** This attribute determines your enemy's strike power in combat.

7. **Defence:** This indicates your enemy's defensive capability.

8. **Agility:** This attribute determines the point in a battle turn at which the enemy engages in combat. Enemies with a high Agility level can also occasionally dodge attacks.

9. **Level:** This indicates the monster's level. This information is important if you want to use the "Intimidate" command to frighten a monster away.

10. **Item:** An enemy sometimes leaves a valuable item behind after a battle. This could be a normal item or a rare one.

11. **Chance:** This indicates the likelihood of the monster leaving an item behind after combat. The chance of acquiring one of these items tends to be between 0.39% and 12.5%.

12. **EXP:** All characters who have survived a battle are awarded experience points for the monsters that they have defeated.

13. **Gold:** Defeated monsters generally leave a certain number of gold coins behind after a battle.

14. **Intimidate:** This indicates how a monster will react if you use the "Intimidate" command in combat.

15. **Habitat:** This information is helpful if you are in search of a particular monster, as it lists typical locations in which that monster may be lurking. Further details can be found in the relevant sections of the Walkthrough.

16. **Special Property:** This details some of the special skills that a monster may use in combat and occasionally provides handy hints for tackling said monster.

"Concentrated attacks" indicates that the monsters focus their attacks on one party member.



INTIMIDATE

The likelihood that you will force a monster to flee by making threatening gestures is not down to pure chance, but is in fact governed by strict rules. The crucial factor in the monster's reaction is often the difference between the level of the monster and the level of the Hero. As a general rule, the Hero should be at least three

levels higher than his enemy, otherwise you are unlikely to intimidate your opponent. "Neutral" means that either the monster does not react at all or that it will merely be startled. The latter is of no use to you, but is preferable to the monster launching a counterattack. Note: All boss monsters are classed as category G.

Effect of intimidate

Monster's Behaviour	Level Difference	Flight	Neutral	Attack
A May flee whatever the strength of the Hero	3 or more	100%	0	0
	Up to 3	20%	60%	20%
B Only flees if the Hero is slightly stronger	3 or more	100%	0	0
	Up to 3	0	70%	30%
C Normally flees	3 or more	90%	10%	0
	Up to 3	65%	25%	10%
D Only flees if the Hero is much stronger	15 or more	90%	10%	0
	Up to 15	0	10%	90%
E Varies	-	25%	50%	25%
F No reaction	-	0	100%	0
G Always attacks	-	0	0	100%

The game will not be as much fun if you simply consult the table to ascertain the level of each monster and calculate your chances of making the monster run away. It makes much more sense to defeat the monsters and accumulate experience points. This information is really designed for situations when your characters are on their last legs and fighting for survival, when their next battle could be their last.

BOSS MONSTERS

The boss monsters, which only appear at certain points in the game, are described in the relevant parts of the Walkthrough, so there's

no need to worry about coming across spoilers in this chapter that could give away information about key events later in the game.

1 SLIME



HP	7	Attack	10	Agility	6
MP	0	Defence	8	Level	1
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Amor seco essence (1.56%)				
EXP	1	Gold	1	Intimidate	A
Habitat	Farnbury region, Waterfall Cave, Kingdom of Trodain, isolated Plateau, Howlwing Hill				
Special Property	-				

2 CANDY CAT



HP	10	Attack	11	Agility	6
MP	0	Defence	9	Level	2
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Bardini's grass skirt (1.56%)				
EXP	2	Gold	2	Intimidate	A
Habitat	Farnbury region, Kingdom of Trodain				
Special Property	-				

4 DRACKY



HP	10	Attack	12	Agility	6
MP	0	Defence	9	Level	2
Item (Chance)	Medicinal herb (1.56%)				
Rare Item (Chance)	Chrysanthemum wing (0.78%)				
EXP	2	Gold	3	Intimidate	A
Habitat	Farnbury region, Waterfall Cave, Kingdom of Trodain, isolated Plateau, Godfurd's Eye				
Special Property	Often dodges attacks				

1 SLIME



HP	44	Attack	7	Agility	68
MP	0	Defence	30	Level	16
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Amor seco essence (1.56%)				
EXP	8	Gold	1	Intimidate	B
Habitat	Between Seawieve Church and Baccarat				
Special Property	Can merge to form long slime				

3 LIPS



HP	11	Attack	12	Agility	5
MP	0	Defence	6	Level	2
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Moonwort bulb (1.56%)				
EXP	2	Gold	3	Intimidate	A
Habitat	Farnbury region				
Special Property	Can stop a character for one turn by licking them				

5 SATYR



HP	13	Attack	14	Agility	7
MP	0	Defence	9	Level	3
Item (Chance)	Plain clothes (6.25%)				
Rare Item (Chance)	Wayfarer's clothes (1.56%)				
EXP	3	Gold	4	Intimidate	A
Habitat	Farnbury region				
Special Property	Can induce the Asleep status change in the party with a song				

6 CAPSICHUM



Plant

HP	15	Attack	12	Agility	6
MP	4	Defence	10	Level	3
Item (Chance)	Cypress stick (1.5%)				
Rare Item (Chance)	Crooked sword (0.39%)				
EXP	3	Gold	3	Intermediate	A
Habitat	Fairybury region (in the forest)				
Special Property	Can reduce one character's Defence using Sap				

8 SHE-SLIME



Slime

HP	18	Attack	16	Agility	25
MP	0	Defence	15	Level	4
Item (Chance)	Medicinal herb (1.56%)				
Rare Item (Chance)	Small earnings (0.78%)				
EXP	8	Gold	6	Intermediate	A
Habitat	Maella region, Kingdom of Ascantha, Howlwind Hill				
Special Property	-				

10 MISCHIEVOUS MOLE



Beast

HP	15	Attack	14	Agility	6
MP	0	Defence	12	Level	5
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Oaken herb (0.76%)				
EXP	4	Gold	5	Intermediate	A
Habitat	Waterfall Cave, beneath Ascaritha, Mole Hole				
Special Property	Can build tunnels				

12 BUBBLE SLIME



Slime

HP	20	Attack	13	Agility	8
MP	0	Defence	10	Level	5
Item (Chance)	Antidote herb (6.25%)				
Rare Item (Chance)	Moonwort bulb (3.13%)				
EXP	5	Gold	7	Intermediate	A
Habitat	Fairybury region, Waterfall Cave, Tower of Alexandra, Howlwind Hill				
Special Property	Can induce the Poisoned status change in one character				

14 BODKIN ARCHER



Humanoid

HP	21	Attack	22	Agility	12
MP	2	Defence	18	Level	6
Item (Chance)	Bandana (3.13%)				
Rare Item (Chance)	Plain cheese (0.76%)				
EXP	10	Gold	8	Intermediate	A
Habitat	Alexandria region, Kingdom of Troddan				
Special Property	Increases Defence using Buff				

16 DRACKMAGE



Bird

HP	19	Attack	20	Agility	10
MP	6	Defence	16	Level	6
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Chimera wing (1.56%)				
EXP	9	Gold	7	Intermediate	A
Habitat	Wanderer's region, Tower of Alexandra, Pothor region, Beaches of Troddan, on the beach south of the Kingdom of Ascantha				
Special Property	Can reduce the party's Defence using Sap				

18 IMP



Demon

HP	28	Attack	21	Agility	18
MP	0	Defence	21	Level	8
Item (Chance)	Chimera wing (3.13%)				
Rare Item (Chance)	Cool cheese (0.76%)				
EXP	15	Gold	11	Intermediate	A
Habitat	Tower of Alexandra				
Special Property	Its spells never work (because it has zero MP). Inflicts ice damage on the party				

7 BUNICORN



Beast

HP	16	Attack	13	Agility	10
MP	0	Defence	8	Level	4
Item (Chance)	Leather hat (1.56%)				
Rare Item (Chance)	Bunny tail (0.78%)				
EXP	5	Gold	5	Intermediate	A
Habitat	Fairybury region				
Special Property	-				

9 FIRESPIRIT



Elemental

HP	14	Attack	9	Agility	9
MP	3	Defence	9	Level	4
Item (Chance)	Holy water (1.56%)				
Rare Item (Chance)	Amor sacre essence (0.78%)				
EXP	5	Gold	4	Intermediate	C
Habitat	Fairybury region, Waterfall Cave				
Special Property	Uses Frizz (only 1x per battle)				

11 MECHA-MYNAH



Machine

HP	9	Attack	16	Agility	9
MP	4	Defence	27	Level	6
Item (Chance)	Pot lid (3.13%)				
Rare Item (Chance)	Chimera wing (1.56%)				
EXP	5	Gold	8	Intermediate	G
Habitat	East of Fairybury, Waterfall Cave				
Special Property	Increases Agility using Accelerate. Has high Defence (but low HP).				

13 DANCING DEVIL



Demon

HP	20	Attack	16	Agility	14
MP	0	Defence	14	Level	6
Item (Chance)	Chimera wing (3.13%)				
Rare Item (Chance)	Boxer shorts (1.56%)				
EXP	7	Gold	10	Intermediate	B
Habitat	Fairybury region, Waterfall Cave, Kingdom of Troddan				
Special Property	Its dance can stop a character for one turn				

15 SKIPPER



Material

HP	21	Attack	20	Agility	22
MP	5	Defence	17	Level	7
Item (Chance)	Medicinal herb (1.56%)				
Rare Item (Chance)	Bunny tail (0.76%)				
EXP	12	Gold	10	Intermediate	A
Habitat	Wanderer's region, Alexandria region				
Special Property	Can reduce the party's Agility using Decelerate. Concentrated attack possible.				

17 BEETLEBOY



Bug

HP	16	Attack	26	Agility	16
MP	0	Defence	36	Level	7
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Leather hat (1.56%)				
EXP	12	Gold	10	Intermediate	A
Habitat	Fairybury region, Alexandria region, Tower of Alexandra, Kingdom of Troddan				
Special Property	Its horn attack can stop one character for a turn				

19 FUNGHOL



Plant

HP	22	Attack	21	Agility	14
MP	0	Defence	18	Level	8
Item (Chance)	Antidote herb (3.13%)				
Rare Item (Chance)	Plain cheese (0.76%)				
EXP	13	Gold	12	Intermediate	B
Habitat	Alexandria region, Tower of Alexandra				
Special Property	Can induce the Asleep status change in the party				

20 FENCING FOX



HP	25	Attack	28	Agility	16
MP	8	Defence	20	Level	9
Item (Chance)		Wayfarer's clothes (3.13%)			
Rare Item (Chance)		Gold bracer (0.39%)			

EXP 20 Gold 16 Intimidate B

Habitat: Alexandria region
Special Property: Can reduce tension and stop spells using Fuzzle. Restores HP using Hasli.

Beast

slime

22 HAMMERHOOD



HP	33	Attack	32	Agility	10
MP	0	Defence	16	Level	10
Item (Chance)		Oaken club (3.13%)			
Rare Item (Chance)		Gold mallet (1.56%)			

EXP 21 Gold 9 Intimidate B

Habitat: Alexandria region
Special Property: Can use critical hit

Humanoid

23 JAILCAT



HP	29	Attack	27	Agility	19
MP	6	Defence	18	Level	9
Item (Chance)		Bandana (1.56%)			
Rare Item (Chance)		Pigin cheese (0.39%)			

EXP 19 Gold 6 Intimidate A

Habitat: Area around Port Prospect
Special Property: Can use Crack (an ict spell) against one character

Beast

25 LUMP MAGE



HP	38	Attack	18	Agility	21
MP	12	Defence	24	Level	11
Item (Chance)		Cypress shox (3.13%)			
Rare Item (Chance)		Wizard's staff (0.39%)			

EXP 31 Gold 18 Intimidate B

Habitat: Maella region
Special Property: Uses Fuddle and Dazzle. Can split itself in two. Tip: Use Fuzzle or defeat it quickly

Humanoid

27 SPIKED HARE



HP	42	Attack	34	Agility	26
MP	0	Defence	24	Level	11
Item (Chance)		Medicinal herb (3.13%)			
Rare Item (Chance)		Bunny tail (3.13%)			

EXP 30 Gold 13 Intimidate A

Habitat: Alexandria region. In the forest west of the Riverside Chapel
Special Property: Can build tension

Beast

29 GIANT MOTH



HP	36	Attack	31	Agility	27
MP	6	Defence	28	Level	11
Item (Chance)		Ravenel powder (6.25%)			
Rare Item (Chance)		Bud mould (1.56%)			

EXP 37 Gold 12 Intimidate B

Habitat: Maella region
Special Property: Attacks using Suzz. Restores HP using Heal

Bug



HP	73	Attack	60	Agility	23
MP	0	Defence	16	Level	13
Item (Chance)		Pennel powder (6.25%)			
Rare Item (Chance)		Fresh min (3.13%)			

EXP 64 Gold 32 Intimidate B

Habitat: Maella region. Kingdom of Ascartha
Special Property: Tip: Use Snooze to send it to sleep

Dragon

Beast

slime

21 HEALSLIME



HP	24	Attack	19	Agility	15
MP	12	Defence	21	Level	9
Item (Chance)		Medicinal herb (5.25%)			
Rare Item (Chance)		Amor seco essence (3.13%)			

EXP 18 Gold 13 Intimidate B

Habitat: Tower of Alexandria. Runned Abbey south of the Riverside Chapel. Kingdom of Ascartha. Witches Peak Swordsman's Kingdom of Ascartha. Tower of Alexandria. Runned Abbey south of the Riverside Chapel. Kingdom of Ascartha.

Special Property: Chon dodges attacks. Restores HP using Heal

22 HAMMERHOOD



HP	41	Attack	30	Agility	18
MP	0	Defence	20	Level	10
Item (Chance)		- (-)			
Rare Item (Chance)		- (-)			

EXP 22 Gold 9 Intimidate B

Habitat: Waterfall Cave. Special monster in the Waterfall Cave. Does not use critical hits

Special Property: Bug

24 FROGFACE



HP	36	Attack	20	Agility	13
MP	6	Defence	23	Level	10
Item (Chance)		Medicinal herb (3.13%)			
Rare Item (Chance)		Amor seco essence (1.56%)			

EXP 20 Gold 13 Intimidate B

Habitat: Tower of Alexandria, south of Alexandria (beach). Its rear end is much more powerful (ATK + 12). Uses Suzz. Increase tension to defeat it with one blow

Special Property: Bug

26 WINKY



HP	40	Attack	22	Agility	24
MP	0	Defence	25	Level	11
Item (Chance)		Holy water (3.13%)			
Rare Item (Chance)		Magic water (0.39%)			

EXP 32 Gold 12 Intimidate B

Habitat: Maella region. Kingdom of Ascartha. Becomes more powerful when it goes berserk (HP + 6 and ATK + 14). Can then use critical hits

Special Property: Demon

28 CHAININE



HP	38	Attack	36	Agility	25
MP	0	Defence	27	Level	12
Item (Chance)		Medicinal herb (6.25%)			
Rare Item (Chance)		Gold bracer (0.39%)			

EXP 36 Gold 11 Intimidate B

Habitat: Maella region. Kingdom of Ascartha. Can stop one character by throwing its collar

Special Property: Beast

30 DINGALING



HP	28	Attack	34	Agility	32
MP	4	Defence	41	Level	11
Item (Chance)		Harband (1.56%)			
Rare Item (Chance)		Gold bracer (0.78%)			

EXP 31 Gold 16 Intimidate B

Habitat: Maella region. Can increase Defence using Kullif and summon Jargon. Tip: Use Snooze to send it to sleep

Special Property: Material

32 DRACKYMA



HP	33	Attack	29	Agility	28
MP	6	Defence	26	Level	11
Item (Chance)		Moonwort bulb (6.25%)			
Rare Item (Chance)		Ring of bat (6.25%)			

EXP 28 Gold 9 Intimidate A

Habitat: Runned Abbey. Forest west of the Riverside Chapel. Cacida region. Often codges attacks. Tip: Easy to defeat with spells

Bird

33 BULLFINCH


HP	40	Attack	37	Agility	24
MP	0	Defence	29	Level	11
Item (Chance)	Cowpat (6.25%)				
Rare Item (Chance)	Magic beast hide (1.56%)				
EXP	30	Gold	14	Intermediate	B

Habitat: Maletta region. Ruined Abbey.
Special Property: Is often asleep at the start of the battle. Tip: If this is the case, deal with the other enemies first.

Beast
35 SKELETON


HP	46	Attack	40	Agility	25
MP	3	Defence	21	Level	11
Item (Chance)	Soldier's sword (3.13%)				
Rare Item (Chance)	Templar's uniform (0.39%)				
EXP	41	Gold	15	Intermediate	F

Habitat: Ruined Abbey, south of the Riverside Chapel, Ascartha.
Special Property: High ATK, can reduce the party's Defence using Pasap. Tip: Increase tension and defeat it quickly.

Zombie
37 SCORPION


HP	40	Attack	43	Agility	32
MP	4	Defence	55	Level	12
Item (Chance)	Antidotia herb (6.25%)				
Rare Item (Chance)	Iron lance (0.78%)				
EXP	42	Gold	6	Intermediate	B

Habitat: East of Pergamn Quay, in the forest between the Riverside Chapel and the East Aray. Tip: Reduce the party's Defence using Pasap. Tip: Increase tension and defeat it quickly.

Bug
39 BROWNIE


HP	53	Attack	36	Agility	34
MP	0	Defence	36	Level	12
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Giant mallet (1.56%)				
EXP	43	Gold	12	Intermediate	B

Habitat: Maletta region, Kingdom of Ascartha.
Special Property: Can increase tension up to 100 in 1 turn. Tip: Defeat immediately or use Defend.

Humanoid
41 PUPPETEER


HP	75	Attack	41	Agility	38
MP	12	Defence	35	Level	13
Item (Chance)	Silk robe (3.13%)				
Rare Item (Chance)	Slime earnings (1.56%)				
EXP	45	Gold	21	Intermediate	A

Habitat: Kingdom of Ascartha.
Special Property: Can reduce the party's tension, and increase it too!

Humanoid
43 NIGHT SNEAKER


HP	52	Attack	42	Agility	30
MP	12	Defence	43	Level	13
Item (Chance)	Moonwort bulb (6.25%)				
Rare Item (Chance)	Slime earnings (1.56%)				
EXP	52	Gold	20	Intermediate	A

Habitat: Kingdom of Ascartha.
Special Property: Can reflect spells using Bounce.

Material
45 HELL HORNET


HP	37	Attack	43	Agility	34
MP	0	Defence	38	Level	13
Item (Chance)	Moonwort bulb (6.25%)				
Rare Item (Chance)	Poison moth knife (0.39%)				
EXP	51	Gold	12	Intermediate	B

Habitat: East of Pergamn Quay, Kingdom of Ascartha.
Special Property: Can induce the Paralyzed status change in one character.

Bug
34 BAG O' LAUGHS


HP	34	Attack	31	Agility	31
MP	10	Defence	29	Level	11
Item (Chance)	Plain clothes (6.25%)				
Rare Item (Chance)	Harbard (3.13%)				
EXP	35	Gold	25	Intermediate	A

Habitat: Ruined Abbey, south of the Riverside Chapel and Ascartha.
Special Property: Can induce one character's MP to Uses Froz and Fuzze.

Material
MONSTERS
36 METAL SLIME


HP	4	Attack	30	Agility	65
MP	255	Defence	4096	Level	13
Item (Chance)	Seed of defence (0.78%)				
Rare Item (Chance)	Seed of agility (0.39%)				
EXP	1350	Gold	5	Intermediate	E

Habitat: Ruined Abbey, on the path to the Riverside Chapel, in the East Aray. Tip: Beware of the Harbards.

slime
MONSTERS
38 MORPHEAN MUSHROOM


HP	45	Attack	44	Agility	31
MP	0	Defence	34	Level	12
Item (Chance)	Red mould (6.25%)				
Rare Item (Chance)	Plain cheese (1.56%)				
EXP	40	Gold	11	Intermediate	B

Habitat: Maletta region, Kingdom of Ascartha.
Special Property: Can induce the Asleeo status in the party.

Plant
40 FLYGUY


HP	39	Attack	42	Agility	34
MP	8	Defence	35	Level	12
Item (Chance)	Cowpat (12%)				
Rare Item (Chance)	Plain cheese (1.56%)				
EXP	44	Gold	16	Intermediate	A

Habitat: Ruined Abbey, west of the Riverside Chapel.

Bug
42 BODKIN BOWYER


HP	48	Attack	46	Agility	37
MP	255	Defence	36	Level	13
Item (Chance)	Silk robe (6.25%)				
Rare Item (Chance)	Short bow (0.39%)				
EXP	43	Gold	17	Intermediate	A

Habitat: South of the Riverside Chapel and Ascartha, Witches' Peak.

Humanoid
44 MUMMY BOY


HP	73	Attack	37	Agility	25
MP	0	Defence	30	Level	13
Item (Chance)	Bandana (6.25%)				
Rare Item (Chance)	Turban (0.78%)				
EXP	55	Gold	9	Intermediate	E

Habitat: Ruined Abbey, Kingdom of Ascartha, Witches' Peak.

Zombie
46 PAN PIPER


HP	48	Attack	32	Agility	30
MP	0	Defence	42	Level	13
Item (Chance)	Medicinal herb (6.25%)				
Rare Item (Chance)	Leather kit (0.78%)				
EXP	54	Gold	18	Intermediate	B

Habitat: South of the Riverside Chapel and Ascartha.

Humanoid
MONSTERS

47 SLIME KNIGHT

HP	52	Attack	49	Agility	32
MP	4	Defence	45	Level	14
Item (Chance)	Slime earnings (3.13%)				
Rare Item (Chance)	Templar's shield (0.30%)				
EXP	55	Gold	22	Intimidate	B

Habitat: Kingdom of Ascartha, Witches' Peak
Special Property: Can inflict heavy damage using jump attacks. (Twirl or Snootie are helpful.)

49 TREESACE

HP	64	Attack	56	Agility	38
MP	0	Defence	49	Level	14
Item (Chance)	Medicinal herb (12.5%)				
Rare Item (Chance)	Strong medicine (1.56%)				
EXP	67	Gold	23	Intimidate	B

Habitat: East of the Riverbank, Witches' Peak
Special Property: Can reduce one character's MP and stops one character by dancing. Heals itself using medicinal herb.

51 DIEMON

HP	64	Attack	31	Agility	43
MP	10	Defence	44	Level	14
Item (Chance)	Chinese wing (6.25%)				
Rare Item (Chance)	Magic beast hide (3.13%)				
EXP	58	Gold	19	Intimidate	B

Habitat: Kingdom of Ascartha, Witches' Peak
Special Property: Inflicts 60 points of damage on one character if it throws a 6 in a dice attack.

53 FAT BAT

HP	52	Attack	53	Agility	41
MP	5	Defence	42	Level	15
Item (Chance)	Wing of bat (6.25%)				
Rare Item (Chance)	Magic beast hide (1.56%)				
EXP	61	Gold	9	Intimidate	B

Habitat: North of the Riverside Chapel, Witches' Peak
Special Property: Can use Snooze. Has high resistance against Woosh. Tip: Use Snooze against it.

55 PAPRIKAN

HP	54	Attack	48	Agility	43
MP	6	Defence	45	Level	15
Item (Chance)	Red mould (3.13%)				
Rare Item (Chance)	Raper (1.56%)				
EXP	47	Gold	10	Intimidate	A

Habitat: Pickham region (in the forest)
Special Property: Uses Fizzle.

57 HOOD

HP	60	Attack	54	Agility	38
MP	0	Defence	40	Level	16
Item (Chance)	Stone axe (1.56%)				
Rare Item (Chance)	Leather cape (1.56%)				
EXP	66	Gold	14	Intimidate	B

Habitat: Pickham region
Special Property: Increases tension before an attack. Can reduce the party's tension.

59 MINIDEMON

HP	58	Attack	40	Agility	45
MP	5	Defence	52	Level	16
Item (Chance)	Wing of bat (5.25%)				
Rare Item (Chance)	Rock bomb shard (0.39%)				
EXP	59	Gold	11	Intimidate	B

Habitat: Pickham region
Special Property: Uses Fizzle and Cool Breath. Tip: Use Snooze.

Slime**48 CLOCKWORK CUCKOO**

HP	32	Attack	43	Agility	44
MP	0	Defence	111	Level	14
Item (Chance)	Iron nail (6.25%)				
Rare Item (Chance)	Dagger (1.56%)				
EXP	56	Gold	31	Intimidate	F

Habitat: North of the Riverside Chapel, Pickham region
Special Property: Tip: Reduce its high Defence using the Bang spell or Sap.

Machine**Plant****50 KISSE**

HP	49	Attack	46	Agility	42
MP	0	Defence	39	Level	14
Item (Chance)	Waterweed mould (6.25%)				
Rare Item (Chance)	Red mould (6.25%)				
EXP	53	Gold	15	Intimidate	A

Habitat: Kingdom of Ascartha, Pickham region
Special Property: Induces the Asleep status change in the party

Bug**52 WALKING CORPSE**

HP	94	Attack	39	Agility	10
MP	0	Defence	9	Level	15
Item (Chance)	Aniseed herb (6.25%)				
Rare Item (Chance)	Chain Mail (0.39%)				
EXP	59	Gold	11	Intimidate	F

Habitat: Ruined Abbey, Witches' Peak, Pickham region
Special Property: Can poison one character and reduce tension

Zombie**54 NIGHT FOX**

HP	56	Attack	54	Agility	64
MP	6	Defence	44	Level	15
Item (Chance)	Raper (6.25%)				
Rare Item (Chance)	Feathered Cap (1.56%)				
EXP	56	Gold	16	Intimidate	B

Habitat: Pickham region
Special Property: 1-2 actions per turn. Can induce the Confusion status change in the party

Humanoid**56 CHIMAERA**

HP	54	Attack	52	Agility	46
MP	6	Defence	46	Level	15
Item (Chance)	Chimaera wing (12.5%)				
Rare Item (Chance)	Hornband (3.13%)				
EXP	64	Gold	12	Intimidate	B

Habitat: North of the Riverside Chapel, Pickham region (in the forest), in the forest near Argoska, Land of the Moles
Special Property: Uses flame attack on the party. Restores its own HP using Heal.

58 HEADHUNTER

HP	54	Attack	56	Agility	43
MP	0	Defence	53	Level	16
Item (Chance)	Medicinal herb (12.5%)				
Rare Item (Chance)	Scale shield (1.56%)				
EXP	62	Gold	16	Intimidate	B

Habitat: Pickham region
Special Property: Can attack while deterring

Humanoid**60 GORILLA**

HP	65	Attack	63	Agility	39
MP	0	Defence	43	Level	16
Item (Chance)	Magic beast lode (6.25%)				
Rare Item (Chance)	Gorilla mafat (1.56%)				
EXP	65	Gold	10	Intimidate	B

Habitat: Pickham region
Special Property: Can use critical hit

Beast

61 MUD MANNEQUIN



Material					
HP	63	Attack	63	Agility	50
MP	0	Defence	66	Level	16
Item (Chance)	Rock salt (6.25%)				
Rare Item (Chance)	Cypress stick (3.13%)				
EXP	69	Gold	15	Intimidate	B
Habitat	Kingdom of Troddin (west of the Hilltop Hut)				
Special Property	Can reduce a character's MP. Dhrin dodges attacks, so use Delti whenever possible.				

63 GOODYBAG



Material					
HP	55	Attack	54	Agility	50
MP	8	Defence	51	Level	16
Item (Chance)	Gold bracer (1.56%)				
Rare Item (Chance)	Prayer ring (0.39%)				
EXP	32	Gold	106	Intimidate	B
Habitat	Swordsman's Labyrinth - Beneath Ascartha				
Special Property	Can reduce the characters' Defence using Kasap.				

65 MUMMY



Zombie					
HP	66	Attack	67	Agility	47
MP	0	Defence	60	Level	17
Item (Chance)	Turban (1.56%)				
Rare Item (Chance)	Scholar's specs (0.39%)				
EXP	67	Gold	10	Intimidate	F
Habitat	Swordsman's Labyrinth, Dark Ruins				
Special Property	Can induce the Asleep status change in one character.				

67 RESTLESS ARMOUR



Material					
HP	61	Attack	73	Agility	48
MP	0	Defence	70	Level	17
Item (Chance)	Iron shield (1.56%)				
Rare Item (Chance)	Iron armour (0.78%)				
EXP	74	Gold	13	Intimidate	B
Habitat	Swordsman's Labyrinth				
Special Property	Can use critical hit and summon healthme.				

69 PHANTOM FENCER



Zombie					
HP	65	Attack	71	Agility	50
MP	0	Defence	62	Level	17
Item (Chance)	Leather cape (0.78%)				
Rare Item (Chance)	Templar's sword (0.39%)				
EXP	68	Gold	12	Intimidate	F
Habitat	Swordsman's Labyrinth				
Special Property	Wing spells (e.g. Woosh) have no effect.				

71 ROCKBOMB



Material					
HP	68	Attack	52	Agility	51
MP	20	Defence	110	Level	18
Item (Chance)	Rock salt (12.5%)				
Rare Item (Chance)	Rockhorno shard (1.56%)				
EXP	70	Gold	11	Intimidate	B
Habitat	Kingdom of Troddin, Mole Hole, Castle Troddin				
Special Property	Uses Kamikaze when HP is low. Tip: Increase tension and defeat it quickly.				

73 MUDDY HAND



Zombie					
HP	49	Attack	61	Agility	52
MP	0	Defence	64	Level	18
Item (Chance)	Medicinal herb (6.25%)				
Rare Item (Chance)	Strength ring (0.39%)				
EXP	45	Gold	8	Intimidate	B
Habitat	Kingdom of Troddin (west of the Hilltop Hut), beneath Ascartha, Mole Hole, Desert				
Special Property	Can summon other monsters.				

62 CANNIBOX



Material					
HP	61	Attack	50	Agility	46
MP	12	Defence	50	Level	16
Item (Chance)	Iron nail (12.5%)				
Rare Item (Chance)	Pot lid (6.25%)				
EXP	76	Gold	110	Intimidate	B
Habitat	Runet Abbey, Swordsman's Labyrinth, Kingdom of Troddin				
Special Property	Can induce the Asleep status change in the party. Uses Suz and critical hits.				

MONSTERS

63 GOODYBAG



Material					
HP	55	Attack	54	Agility	50
MP	8	Defence	51	Level	16
Item (Chance)	Gold bracer (1.56%)				
Rare Item (Chance)	Prayer ring (0.39%)				
EXP	32	Gold	106	Intimidate	B
Habitat	Swordsman's Labyrinth - Beneath Ascartha				
Special Property	Can reduce the characters' Defence using Kasap.				

MONSTERS

65 MUMMY



Zombie					
HP	66	Attack	67	Agility	47
MP	0	Defence	60	Level	17
Item (Chance)	Turban (1.56%)				
Rare Item (Chance)	Scholar's specs (0.39%)				
EXP	67	Gold	10	Intimidate	F
Habitat	Swordsman's Labyrinth, Dark Ruins				
Special Property	Can induce the Asleep status change in one character.				

MONSTERS

67 RESTLESS ARMOUR



Material					
HP	61	Attack	73	Agility	48
MP	0	Defence	70	Level	17
Item (Chance)	Iron shield (1.56%)				
Rare Item (Chance)	Iron armour (0.78%)				
EXP	74	Gold	13	Intimidate	B
Habitat	Swordsman's Labyrinth				
Special Property	Can use critical hit and summon healthme.				

MONSTERS

69 PHANTOM FENCER



Zombie					
HP	65	Attack	71	Agility	50
MP	0	Defence	62	Level	17
Item (Chance)	Leather cape (0.78%)				
Rare Item (Chance)	Templar's sword (0.39%)				
EXP	68	Gold	12	Intimidate	F
Habitat	Swordsman's Labyrinth				
Special Property	Wing spells (e.g. Woosh) have no effect.				

MONSTERS

71 ROCKBOMB



Material					
HP	68	Attack	52	Agility	51
MP	20	Defence	110	Level	18
Item (Chance)	Rock salt (12.5%)				
Rare Item (Chance)	Rockhorno shard (1.56%)				
EXP	70	Gold	11	Intimidate	B
Habitat	Kingdom of Troddin, Mole Hole, Castle Troddin				
Special Property	Uses Kamikaze when HP is low. Tip: Increase tension and defeat it quickly.				

MONSTERS

73 MUDDY HAND



Zombie					
HP	49	Attack	61	Agility	52
MP	0	Defence	64	Level	18
Item (Chance)	Medicinal herb (6.25%)				
Rare Item (Chance)	Strength ring (0.39%)				
EXP	45	Gold	8	Intimidate	B
Habitat	Kingdom of Troddin (west of the Hilltop Hut), beneath Ascartha, Mole Hole, Desert				
Special Property	Can summon other monsters.				

MONSTERS

64 WITCH



Material					
HP	68	Attack	47	Agility	50
MP	12	Defence	62	Level	17
Item (Chance)	Wizard's staff (1.56%)				
Rare Item (Chance)	Garter (0.39%)				
EXP	66	Gold	22	Intimidate	B
Habitat	Pickham region (area around Red's Den)				
Special Property	Uses Swoosh and Fizzle. Tip: Use Fizzle against her.				

MONSTERS

66 CURESLIME



Slime					
HP	54	Attack	30	Agility	50
MP	20	Defence	58	Level	17
Item (Chance)	Medicinal herb (12.5%)				
Rare Item (Chance)	Moon's mercy (0.76%)				
EXP	70	Gold	11	Intimidate	B
Habitat	Castle Troddin, Argonia region, Howlwind Hill				
Special Property	Restores HP using Fullheal, summons other monsters.				

MONSTERS

68 LOST SOUL



Elemental					
HP	52	Attack	41	Agility	49
MP	0	Defence	54	Level	17
Item (Chance)	Holy water (3.13%)				
Rare Item (Chance)	Magic water (1.56%)				
EXP	62	Gold	9	Intimidate	C
Habitat	Swordsman's Labyrinth				
Special Property	Can explode when its HP is low. Tip: Increase tension and defeat it quickly.				

MONSTERS

70 HIPSTER



Material					

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75 DEVILMOTH



HP	70	Attack	67	Agility	52
MP	0	Defence	64	Level	19
Item (Chance)		Antidote herb (12.5%)			
Rare Item (Chance)		Rennet powder (3.13%)			
EXP	66	Gold	19	Intimidate	B
Habitat	Kingdom of Trodan				
Special Property		Can induce the Poisoned status change in one or all of the characters			

Bug

Beast

77 MUMBHO-JUMBOE



HP	345	Attack	105	Agility	65
MP	40	Defence	85	Level	16
Item (Chance)		Plain cheese (3.13%)			
Rare Item (Chance)		Seed of life (0.39%)			
EXP	309	Gold	41	Intimidate	B
Habitat	Kingdom of Trodan				
Special Property		The product of merging mumb, boh, jum and boe. Tp: Reduce Defence using Sap			

Humanoid

79 BOH



HP	80	Attack	52	Agility	81
MP	253	Defence	63	Level	18
Item (Chance)		Plain cheese (6.25%)			
Rare Item (Chance)		Tortoise shell (1.56%)			
EXP	65	Gold	16	Intimidate	B
Habitat	Kingdom of Ascarinha, Kingdom of Trodan				
Special Property		Can resurrect dead monsters using Zing!			

Humanoid

81 BOE



HP	68	Attack	61	Agility	75
MP	10	Defence	68	Level	18
Item (Chance)		Plain cheese (6.25%)			
Rare Item (Chance)		Steel broadsword (0.39%)			
EXP	59	Gold	4	Intimidate	B
Habitat	Kingdom of Ascarinha, Kingdom of Trodan				
Special Property		Can increase Agility using Accerate			

Humanoid

83 PINK PONGO



HP	B1	Attack	76	Agility	50
MP	0	Defence	66	Level	19
Item (Chance)		Giant matlett (1.56%)			
Rare Item (Chance)		Magic beast hide (1.56%)			
EXP	78	Gold	18	Intimidate	B
Habitat	Kingdom of Trodan				
Special Property		Often uses critical hits. Tp: Use Dazzle if there are lots of pink pongos			

Beast

85 MAD MOLE



HP	65	Attack	75	Agility	62
MP	0	Defence	65	Level	19
Item (Chance)		Medicinal herb (12.5%)			
Rare Item (Chance)		Stone handfat (0.78%)			
EXP	68	Gold	16	Intimidate	B
Habitat	Beneath Ascarinha, Mole Hole and surrounding area				
Special Property		Can build Tension			

Beast

87 GARUDA



HP	B0	Attack	74	Agility	56
MP	21	Defence	71	Level	20
Item (Chance)		Hairband (3.13%)			
Rare Item (Chance)		Poison moth wings (1.56%)			
EXP	75	Gold	12	Intimidate	B
Habitat	Kingdom of Trodan, Castle Trodan				
Special Property		Can send back a summoned Monster Team			

Bird

Material

76 BUFFALO WING



HP	74	Attack	73	Agility	53
MP	12	Defence	70	Level	19
Item (Chance)		Couplet (6.25%)			
Rare Item (Chance)		Fresh milk (0.78%)			
EXP	62	Gold	17	Intimidate	B
Habitat	Kingdom of Trodan				
Special Property		Can build Tension and reduce the party's Defence using Kasap			

Beast

Humanoid

80 JUM



HP	75	Attack	62	Agility	75
MP	10	Defence	68	Level	18
Item (Chance)		Plain cheese (6.25%)			
Rare Item (Chance)		Copper sword (1.56%)			
EXP	60	Gold	4	Intimidate	B
Habitat	Kingdom of Ascarinha, Kingdom of Trodan				
Special Property		Can increase Defence using Kabuff			

Humanoid

82 HUNTER MECH



HP	71	Attack	75	Agility	58
MP	0	Defence	106	Level	19
Item (Chance)		Hunter's bow (1.56%)			
Rare Item (Chance)		Steel broadsword (0.39%)			
EXP	76	Gold	20	Intimidate	G
Habitat	Castle Trodan				
Special Property		Tp: Use Sap because of its high Defence			

Machine

84 LIQUID METAL SLIME



HP	B	Attack	65	Agility	215
MP	255	Defence	4096	Level	19
Item (Chance)		Seed of agility (0.78%)			
Rare Item (Chance)		Elevating shores (0.39%)			
EXP	10/50	Gold	18	Intimidate	E
Habitat	Castle Trodan, Howlwood Hill, Godbed's Eye, Harrelens Island to the southwest				
Special Property		Type Metal. Often dodges attacks and runs away. Tp: Use Hatchet Man or Thunders' Thrust			

Slime

86 WAILIN' WEED



HP	59	Attack	72	Agility	61
MP	0	Defence	59	Level	20
Item (Chance)		Red mould (12.5%)			
Rare Item (Chance)		Coral horn (0.39%)			
EXP	73	Gold	17	Intimidate	B
Habitat	Castle Trodan				
Special Property		Can reduce Tension and stop the party for one turn, and can resurrect monsters. Tp: Use Shooto or Fuddle			

Plant

88 INFERNAL ARMOUR



HP	B8	Attack	B3	Agility	47
MP	0	Defence	B6	Level	20
Item (Chance)		Iron armour (1.56%)			
Rare Item (Chance)		Steel broadsword (0.39%)			
EXP	90	Gold	19	Intimidate	B
Habitat	Castle Trodan				
Special Property		Inflicts heavy damage using lightning, can summon cursefire			

Material

89 DRAGONTHORN



Dragon

HP	164	Attack	90	Agility	57
MP	0	Defence	55	Level	20
Item (Chance)	Medicinal herb (6.25%)				
Rare Item (Chance)	Thorn whip (1.56%)				
EXP	101	Gold	25	Intimidate	8
Habitat	Castle Tordan				
Special Property	Can stop a character for one turn. Inflicts fire damage on the party.				

91 PEEPER



Demon

HP	78	Attack	55	Agility	73
MP	32	Defence	73	Level	20
Item (Chance)	Holy water (12.5%)				
Rare Item (Chance)	Magic water (1.16%)				
EXP	75	Gold	14	Intimidate	8
Habitat	Mole Hole				
Special Property	Absorbs MP uses critical hits, reflects spells using Bounce				

93 GREAT SABRECAT



Beast

HP	85	Attack	110	Agility	72
MP	0	Defence	84	Level	21
Item (Chance)	Medicinal herb (12.5%)				
Rare Item (Chance)	Magic beast bone (6.25%)				
EXP	120	Gold	31	Intimidate	8
Habitat	Baccarat region				
Special Property	Often dodges attacks				

95 PUPPET PLAYER



Humanoid

HP	100	Attack	72	Agility	58
MP	15	Defence	92	Level	21
Item (Chance)	Medicinal herb (12.5%)				
Rare Item (Chance)	Scholar's spots (0.78%)				
EXP	90	Gold	41	Intimidate	A
Habitat	Baccarat region, on the beach south of Argonia				
Special Property	Can reduce tension and stop the party for one turn. Uses Snore.				

97 BODKIN FLETCHER



Humanoid

HP	88	Attack	78	Agility	60
MP	0	Defence	89	Level	21
Item (Chance)	Antidotal herb (12.5%)				
Rare Item (Chance)	Hunter's bow (1.16%)				
EXP	86	Gold	23	Intimidate	A
Habitat	Baccarat region, East Argonia				
Special Property	Can poison one or more characters.				

99 ORC



Beast

HP	105	Attack	99	Agility	45
MP	255	Defence	88	Level	21
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Iron lance (1.56%)				
EXP	94	Gold	31	Intimidate	8
Habitat	Baccarat region				
Special Property	Uses Multithrust. Tp. use Snooze or Fuddle				

101 TREEVIL



Plant

HP	109	Attack	97	Agility	61
MP	0	Defence	94	Level	21
Item (Chance)	Strong medicine (1.64%)				
Rare Item (Chance)	Yggdrasil Leaf (0.39%)				
EXP	95	Gold	27	Intimidate	8
Habitat	Baccarat region, East Argonia, West Argonia				
Special Property	Can reduce one character's MP. Can resurrect monsters				

90 MARS ROVER



Beast

HP	78	Attack	77	Agility	58
MP	0	Defence	63	Level	20
Item (Chance)	Iron corsets (0.78%)				
Rare Item (Chance)	Thorn whip (0.39%)				
EXP	56	Gold	17	Intimidate	B
Habitat	Sophia Ascarina. More Hole and surrounding area				
Special Property	Beneath Ascarina. More Hole and surrounding area				

MONSTERS

MONSTERS

03-04

92 COCKATEER



Bird

HP	105	Attack	96	Agility	59
MP	0	Defence	92	Level	18
Item (Chance)	Stone hardhat (3.13%)				
Rare Item (Chance)	Iron belt (0.78%)				
EXP	90	Gold	20	Intimidate	8
Habitat	Sacchar region				
Special Property	Can inflict heavy damage on one character				

MONSTERS

94 METAL SLIME KNIGHT



Slime

HP	90	Attack	78	Agility	64
MP	8	Defence	145	Level	21
Item (Chance)	Slime earrings (3.13%)				
Rare Item (Chance)	City shield (0.78%)				
EXP	91	Gold	33	Intimidate	B
Habitat	Baccarat region				
Special Property	Relatively high Defence				

96 SPITNIK



Elemental

HP	108	Attack	88	Agility	58
MP	0	Defence	90	Level	21
Item (Chance)	Bumerang (3.13%)				
Rare Item (Chance)	Moon's mercy (1.56%)				
EXP	92	Gold	18	Intimidate	B
Habitat	Between Sevinic Church and Baccarat				
Special Property	Inflicts fire damage on the party, can induce the Dazzled status change				

98 VENOM WASP



Bug

HP	92	Attack	91	Agility	61
MP	0	Defence	92	Level	21
Item (Chance)	Moonwort herb (3.13%)				
Rare Item (Chance)	Pelion needle (0.39%)				
EXP	89	Gold	13	Intimidate	B
Habitat	Baccarat region				
Special Property	Can induce the Poisoned or Paralysed status change in one character.				

100 NIGHT EMPEROR



Demon

HP	100	Attack	107	Agility	58
MP	0	Defence	93	Level	21
Item (Chance)	Wing of bat (3.13%)				
Rare Item (Chance)	Gold ring (0.78%)				
EXP	93	Gold	46	Intimidate	B
Habitat	Savella region, Savella area, Isle of Neos				
Special Property	Has a powerful attack. Can induce the Asleep status change in the party. Tp. Night against spells such as Crack and Whirl.				

102 BATTLE BEETLE



Bug

HP	57	Attack	105	Agility	61
MP	12	Defence	161	Level	21
Item (Chance)	Templar's shield (1.56%)				
Rare Item (Chance)	Iron helmet (0.78%)				
EXP	96	Gold	22	Intimidate	B
Habitat	Baccarat region				
Special Property	Can increase Defence using Kabuff. Tp. Attack using Bang or Zap or reduce Defence using Zap.				

103 LUMP SHAMAN**Humanoid**

HP	80	Attack	62	Agility	58
MP	30	Defence	69	Level	21
Item (Chance)		Red mould (6.25%)			
Rare Item (Chance)		Wizard's staff (0.78%)			
EXP	90	Gold	32	Intimidate	B
Habitat	Northwest Isle				
Special Property		Restores HP using Midheal and also uses Fuddle. Tip: Use Fuddle			

Zombie**104 SKELETON SOLDIER****Zombie**

HP	94	Attack	93	Agility	62
MP	12	Defence	95	Level	21
Item (Chance)		Titan belt (0.78%)			
Rare Item (Chance)		Steel broadsword (0.39%)			
EXP	93	Gold	26	Intimidate	F
Habitat	Northwest Isle, Savilla area, Isle of Neos				
Special Property		Can restore HP using Midheal			

105 HAWK MAN**Bird**

HP	95	Attack	88	Agility	65
MP	26	Defence	76	Level	21
Item (Chance)		Chimaera wing (12.5%)			
Rare Item (Chance)		Copper sword (1.56%)			
EXP	100	Gold	24	Intimidate	B
Habitat	Kingdom of Trodian (to the west), Land of the Moles, Ocean				
Special Property		-			

Demon**Demon**

HP	85	Attack	74	Agility	60
MP	0	Defence	75	Level	21
Item (Chance)		Leather cape (3.13%)			
Rare Item (Chance)		Devil's tail (0.39%)			
EXP	78	Gold	21	Intimidate	A
Habitat	East Argonia (to the southeast), West Argonia, Isle of Neos				
Special Property		Its dance produces the sudden death effect. Tip: Use Ban Dance			

107 MUSHROOM MAGE**Plant**

HP	81	Attack	82	Agility	55
MP	10	Defence	76	Level	21
Item (Chance)		Red mould (12.5%)			
Rare Item (Chance)		Watermelon mould (12.5%)			
EXP	75	Gold	13	Intimidate	B
Habitat	Northwest Isle, West Argonia, Isle of Neos				
Special Property		Uses Crackle			

Demon**109 JUMPING JACKAL****Beast**

HP	111	Attack	121	Agility	68
MP	0	Defence	88	Level	20
Item (Chance)		Magic beast hide (3.13%)			
Rare Item (Chance)		Assassin's dagger (0.39%)			
EXP	103	Gold	32	Intimidate	B
Habitat	Baccarat region, West Argonia				
Special Property		-			

Material**111 KING SLIME****slime**

HP	210	Attack	150	Agility	62
MP	25	Defence	75	Level	22
Item (Chance)		Slime earnings (1.56%)			
Rare Item (Chance)		Slime crown (0.39%)			
EXP	110	Gold	51	Intimidate	B
Habitat	Between Stovview Church and Baccarat, Howlind Hill, small islands				
Special Property		-			

bug**113 TOXIC ZOMBIE****Zombie**

HP	116	Attack	75	Agility	51
MP	0	Defence	48	Level	22
Item (Chance)		Antidotal herb (6.25%)			
Rare Item (Chance)		Wayfarer's clothes (3.13%)			
EXP	75	Gold	17	Intimidate	F
Habitat	Northwest Isle, West Argonia, Isle of Neos				
Special Property		Can induce the Poisoned or Paralyzed status. Tip: Use Snooze or Fuddle			

Demon**115 VOLPONE****Beast**

HP	107	Attack	114	Agility	64
MP	24	Defence	100	Level	22
Item (Chance)		Leather cape (1.56%)			
Rare Item (Chance)		Templar's sword (0.39%)			
EXP	102	Gold	43	Intimidate	B+
Habitat	Isle of Neos, small islands				
Special Property		Its dance heals all monsters. Uses Boom			

Material**116 BOMBOULDER**

HP	115	Attack	80	Agility	80
MP	10	Defence	111	Level	22
Item (Chance)		Stone handful (6.25%)			
Rare Item (Chance)		Rockhorn shard (1.56%)			
EXP	111	Gold	11	Intimidate	B
Habitat	Baccarat region, West Argonia, Godbird's Eye, Untridden Groves				
Special Property		Can use Kerglunk to resurrect other dead monsters			

117 SKULLRIDER



HP	109	Attack	110	Agility	77
MP	0	Defence	101	Level	22
Item (Chance)		Medicinal herb (6.25%)			
Rare Item (Chance)		Bandana (3.13%)			
EXP	97	Gold	32	Intimidate	B

Habitat: East Argonia (to the southeast), West Argonia

Special Property: Can use Flame Slash and stop a character for 1 turn

Demon

Bird

119 FROGMAN



HP	116	Attack	83	Agility	47
MP	16	Defence	99	Level	22
Item (Chance)		Waterweed mould (12.5%)			
Rare Item (Chance)		Cool cheese (0.78%)			
EXP	88	Gold	18	Intimidate	B

Habitat: East Argonia, West Argonia

Special Property: Its back is much more powerful (ATK + 35), so increase version and do your utmost to attack and defeat it.

Bug

Material

121 MAGIC DUMBBELL



HP	78	Attack	84	Agility	60
MP	14	Defence	90	Level	23
Item (Chance)		Red mould (6.25%)			
Rare Item (Chance)		Rapier (1.56%)			
EXP	41	Gold	9	Intimidate	B

Habitat: East Argonia, West Argonia

Special Property: Can summon other magic dumbbells; # 8 of them are present. Can summon other magic dumbbells; # 8 of them are present. This increases the monster's ATK by 44, and its AGI by 15.

Material

Bird

123 MAGIC MARIONETTE



HP	117	Attack	97	Agility	64
MP	0	Defence	92	Level	23
Item (Chance)		Iron nail (3.13%)			
Rare Item (Chance)		Stone earnings (1.56%)			
EXP	108	Gold	27	Intimidate	B

Habitat: East Argonia, West Argonia

Special Property: Can reduce one character's MP

Material

125 LUMP WIZARD



HP	108	Attack	87	Agility	60
MP	255	Defence	72	Level	24
Item (Chance)		Holy water (3.13%)			
Rare Item (Chance)		Wizard's staff (0.39%)			
EXP	112	Gold	22	Intimidate	B

Habitat: East Argonia, West Argonia

Special Property: Uses Swoosh and Fuzzle and sometimes divides itself

Humanoid

127 BULLDOZER



HP	131	Attack	125	Agility	68
MP	0	Defence	90	Level	24
Item (Chance)		Cowpelt (12.5%)			
Rare Item (Chance)		Plain cheese (6.25%)			
EXP	117	Gold	31	Intimidate	B

Habitat: East Argonia, Savelia area

Special Property: Can build tension and induce the Paralysed status change in the party

Beast

129 SHADE



HP	86	Attack	95	Agility	68
MP	0	Defence	70	Level	25
Item (Chance)		Rennet powder (6.25%)			
Rare Item (Chance)		Wing of bat (3.13%)			
EXP	78	Gold	14	Intimidate	C

Habitat: East Argonia, Savelia area

Special Property: Can stop the party for 1 turn and summon other monsters

Elemental

118 HADES CONDOR



HP	102	Attack	107	Agility	72
MP	16	Defence	98	Level	22
Item (Chance)		Strong medicine (12.5%)			
Rare Item (Chance)		Eagle dagger (0.78%)			
EXP	99	Gold	22	Intimidate	B

Habitat: West Argonia, Isle of Neos, Ocean

Special Property: Can restore HP using Midheal. Concentrated attack possible (on character with the least HP)

Bird

MONSTERS

120 MIMIC



HP	144	Attack	160	Agility	65
MP	255	Defence	100	Level	22
Item (Chance)		Iron nail (12.5%)			
Rare Item (Chance)		Seed of strength (0.39%)			
EXP	128	Gold	72	Intimidate	B

Habitat: Dark Ruins, Pirate's Cove, island to the southwest

Special Property: Uses Whack. Can reduce one character's MP. Can induce the Asleep status change in the party. 1-2 actions per turn

Material

122 GARGOYLE



HP	120	Attack	112	Agility	71
MP	0	Defence	102	Level	23
Item (Chance)		Strong medicine (12.5%)			
Rare Item (Chance)		Steel broadsword (1.56%)			
EXP	114	Gold	36	Intimidate	B

Habitat: East Argonia, West Argonia

Special Property: Can increase attack power using Ormph, Tip, Use Snooze, Dazzle or Whack

Humanoid

124 NOTSO MACHO



HP	147	Attack	135	Agility	66
MP	12	Defence	80	Level	24
Item (Chance)		Medicinal herb (3.13%)			
Rare Item (Chance)		Gold bracer (1.56%)			
EXP	120	Gold	38	Intimidate	B

Habitat: East Argonia, West Argonia

Special Property: Can increase attack power using Ormph, Tip, Use Snooze, Dazzle or Whack

Humanoid

126 BERSERKER



HP	120	Attack	119	Agility	67
MP	0	Defence	106	Level	24
Item (Chance)		Kitty shield (3.13%)			
Rare Item (Chance)		Iron axe (0.78%)			
EXP	118	Gold	19	Intimidate	B

Habitat: West Argonia

Special Property: -

Zombie

128 GHOUl



HP	182	Attack	102	Agility	66
MP	0	Defence	42	Level	25
Item (Chance)		Antidotal herb (12.5%)			
Rare Item (Chance)		Gold ring (0.78%)			
EXP	98	Gold	17	Intimidate	B

Habitat: East Argonia, Black Citadel

Special Property: Concentrated attack possible (on the last character)

Material

130 LETHAL ARMOUR



HP	145	Attack	151	Agility	70
MP	20	Defence	136	Level	25
Item (Chance)		Soldier's sword (1.56%)			
Rare Item (Chance)		Heavy armour (0.78%)			
EXP	124	Gold	52	Intimidate	B

Habitat: East Argonia, Desert

Special Property: Uses Kasnooze, Tip, Use Dazzle

131 KING CURES LIME



HP	180	Attack	140	Agility	80
MP	255	Defence	60	Level	25
Item (Chance)	Amer secco potion (0.78%)				
Rare Item (Chance)	Yoghourt dew (0.39%)				
EXP	1.36	Gold	16	Intimidate	B
Habitat	East Argonia, Rydon's Tower, Trolls' Maze, Black Citadel				
Special Property	Can heal all monsters using Omnid heal				

slime

Humanoid

132 HOODLUM



HP	123	Attack	126	Agility	69
MP	0	Defence	97	Level	26
Item (Chance)	Tough guy tattoo (1.56%)				
Rare Item (Chance)	Iron axe (0.78%)				
EXP	1.06	Gold	32	Intimidate	B
Habitat	East Argonia, Savella area				
Special Property	Can build tension and induce the Dazzled status change in the party				

Humanoid

133 HOCUS CHIMAERA



HP	108	Attack	106	Agility	98
MP	8	Defence	108	Level	26
Item (Chance)	Chimera wing (12.5%)				
Rare Item (Chance)	Magic water (0.39%)				
EXP	1.15	Gold	35	Intimidate	B
Habitat	East Argonia, Royal Hunting Ground, Arcadia region				
Special Property	Breathes fire, heals HP using Michael Concentrated stuck possible				

Bird

134 DEMON RIDER



HP	126	Attack	111	Agility	81
MP	0	Defence	98	Level	26
Item (Chance)	Copper sword (3.13%)				
Rare Item (Chance)	Cool cheese (0.78%)				
EXP	1.11	Gold	37	Intimidate	B
Habitat	East Argonia, Desert, Savella area				
Special Property	Uses ice attacks				

Demon

135 KILLER MOTH



HP	84	Attack	94	Agility	70
MP	8	Defence	91	Level	26
Item (Chance)	Rennet powder (12.5%)				
Rare Item (Chance)	Antidote herb (0.25%)				
EXP	1.16	Gold	14	Intimidate	B
Habitat	Royal Hunting Ground, Savella area				
Special Property	Can induce the Dazzled or Envenomed status change in the party				

Bug

137 JAB



HP	90	Attack	65	Agility	80
MP	25	Defence	110	Level	19
Item (Chance)	Moonroot bulb (3.13%)				
Rare Item (Chance)	Iron helmet (0.78%)				
EXP	81	Gold	25	Intimidate	B
Habitat	Rydon's Tower, Cape west of Pickham				
Special Property	Uses Kazing or Midheal. 2 achiors per turn				

Humanoid

139 KEE



HP	75	Attack	71	Agility	83
MP	10	Defence	110	Level	19
Item (Chance)	Antidote herb (6.25%)				
Rare Item (Chance)	Steel broadsword (0.78%)				
EXP	61	Gold	25	Intimidate	B
Habitat	Rydon's Tower, Cape west of Pickham				
Special Property	Uses Mithreal				

Humanoid

141 SILENUS



HP	131	Attack	95	Agility	66
MP	0	Defence	91	Level	27
Item (Chance)	Magic beast hide (6.25%)				
Rare Item (Chance)	Fur hood (0.78%)				
EXP	1.13	Gold	36	Intimidate	B
Habitat	Savella area				
Special Property	Can induce the Asleep status change in the party with a song				

Humanoid

143 PUPPET MASTER



HP	130	Attack	120	Agility	75
MP	8	Defence	112	Level	27
Item (Chance)	Chimera wing (5.25%)				
Rare Item (Chance)	Dancer's costume (0.39%)				
EXP	1.32	Gold	51	Intimidate	A
Habitat	Arcadia Region, Cape west of Pickham				
Special Property	Uses Daze or Iarne attacks				

Humanoid

142 ROBO-ROBIN



HP	99	Attack	99	Agility	99
MP	99	Defence	125	Level	27
Item (Chance)	Iron nail (12.5%)				
Rare Item (Chance)	Iron claws (0.78%)				
EXP	96	Gold	43	Intimidate	B
Habitat	Arcadia region, Cape west of Pickham, Savella area				
Special Property	Explodes when HP is low. Tip: Increase tension and defeat it quickly				

Machine

144 DEATH SCORPION



HP	68	Attack	130	Agility	78
MP	0	Defence	164	Level	27
Item (Chance)	Antidote herb (6.25%)				
Rare Item (Chance)	Poison needle (0.39%)				
EXP	99	Gold	14	Intimidate	B
Habitat	Desert				
Special Property	Attacks using the sudden death effect				

Bug

145 JACKAL RIPPER



HP	142	Attack	127	Agility	72
MP	255	Defence	104	Level	10
Item (Chance)	Titan belt (1.56%)				
Rare Item (Chance)	Assassin's dagger (0.39%)				
EXP	123	Gold	32	Intimidate	B

Habitat: Royal Hunting Ground, Arcadia region (in the forest)

Special Property: Can build tension

Bug

146 IRON RHINO



HP	48	Attack	123	Agility	107
MP	0	Defence	255	Level	10
Item (Chance)	Farmer's scythe (3.13%)				
Rare Item (Chance)	Iron helmet (0.78%)				
EXP	138	Gold	68	Intimidate	B

Habitat: Arcadia region, Rydon's Tower

Special Property: -

MONSTERS

147 DANCING FLAME



HP	98	Attack	112	Agility	78
MP	0	Defence	92	Level	28
Item (Chance)	Bandit's grass skirt (6.25%)				
Rare Item (Chance)	Spicy cheese (3.15%)				
EXP	143	Gold	14	Intimidate	B

Habitat: Desert

Special Property: Uses Fire Breath

MONSTERS

147 DANCING FLAME



HP	144	Attack	132	Agility	78
MP	0	Defence	96	Level	28
Item (Chance)	Bandit's grass skirt (6.25%)				
Rare Item (Chance)	Spicy cheese (3.15%)				
EXP	300	Gold	14	Intimidate	B

Habitat: Black Citadel

Special Property: -

MONSTERS

148 BLOOD MUMMY



HP	138	Attack	118	Agility	65
MP	0	Defence	75	Level	28
Item (Chance)	Bandana (12.5%)				
Rare Item (Chance)	Red mould (6.25%)				
EXP	125	Gold	16	Intimidate	F

Habitat: Dark Ruins

Special Property: Can inflict the Cursed status change

MONSTERS

150 HACKSAURUS



HP	171	Attack	155	Agility	65
MP	0	Defence	108	Level	28
Item (Chance)	Dragon scale (3.13%)				
Rare Item (Chance)	Dragon dung (1.56%)				
EXP	216	Gold	55	Intimidate	B

Habitat: Royal Hunting Ground, Arcadia region (in the forest)

Special Property: Can use Falcon Slash and attack twice

MONSTERS

151 BONE BARON



HP	122	Attack	142	Agility	88
MP	0	Defence	110	Level	29
Item (Chance)	Iron shield (1.56%)				
Rare Item (Chance)	Holy lance (0.78%)				
EXP	176	Gold	56	Intimidate	D

Habitat: Dark Ruins, Arcadia region

Special Property: -

MONSTERS

152 SWINGIN' HIPSTER



HP	144	Attack	158	Agility	80
MP	0	Defence	115	Level	12
Item (Chance)	Medicinal herbs (6.25%)				
Rare Item (Chance)	Spanked dress (0.39%)				
EXP	155	Gold	45	Intimidate	B

Habitat: Arcadia region

Special Property: Can inflict damage on all the characters and stop one character for a turn

MONSTERS

154 SOULSPAWN



HP	75	Attack	95	Agility	81
MP	0	Defence	76	Level	28
Item (Chance)	Moonwort birth (3.13%)				
Rare Item (Chance)	Elixir elixir (0.39%)				
EXP	138	Gold	9	Intimidate	C

Habitat: Dark Ruins, Rydon's Tower

Special Property: Can induce the Paralyzed or Asleep status change in one character in the party

MONSTERS

155 GRYPHON



HP	161	Attack	141	Agility	91
MP	16	Defence	107	Level	30
Item (Chance)	Chimaera wing (3.13%)				
Rare Item (Chance)	Razor wing boomerang (0.39%)				
EXP	167	Gold	32	Intimidate	B

Habitat: Arcadia region, Rydon's Tower

Special Property: Uses Fizzle

MONSTERS

156 GOLEM



HP	225	Attack	177	Agility	80
MP	0	Defence	153	Level	30
Item (Chance)	Rabbit powder (6.25%)				
Rare Item (Chance)	Titan belt (0.78%)				
EXP	237	Gold	50	Intimidate	B

Habitat: Arcadia region, Rydon's Tower

Special Property: Uses critical hit. Can build tension

MONSTERS

157 FALLEN PRIEST



HP	138	Attack	103	Agility	76
MP	50	Defence	90	Level	28
Item (Chance)	Magic vestment (1.56%)				
Rare Item (Chance)	Steel scythe (0.39%)				
EXP	183	Gold	63	Intimidate	B

Habitat: Dark Ruins

Special Property: Uses Kasizzle. Can stop one character using Curse and resurrect dead monsters using Kazing

MONSTERS

158 DEAD RINGER

Material



HP	124	Attack	108	Agility	85					
MP	20	Defence	118	Level	28					
Item (Chance)	Chilly cheese (0.78%)									
Rare Item (Chance)										
Scholar's spec (0.39%)										
EXP	68	Gold	12	Intimidate	B					
Habitat	Blizzard Peaks									
10 dead ringers are present when the Level Up music plays.										
Special Property: Uses Krackle										

160 FREEZE BLY

Bug



HP	126	Attack	107	Agility	86					
MP	20	Defence	120	Level	29					
Item (Chance)	Cowpat (3.13%)									
Rare Item (Chance)										
Dragon dung (1.56%)										
EXP	160	Gold	36	Intimidate	B					
Habitat	Blizzard Peaks, Herb Grotto									
Special Property: Uses Krackle										

161 DARK SLIME

slime



HP	97	Attack	143	Agility	113					
MP	16	Defence	117	Level	44					
Item (Chance)	Medicinal herb (6.25%)									
Rare Item (Chance)										
Magical hat (0.39%)										
EXP	87	Gold	12	Intimidate	B					
Habitat	After the Black Citadel appears, on virtually all the continents									
Special Property										

163 HELLHOUND

Beast



HP	166	Attack	152	Agility	87					
MP	0	Defence	123	Level	30					
Item (Chance)	Medicinal herb (6.25%)									
Rare Item (Chance)										
Magic beast hide (3.13%)										
EXP	108	Gold	26	Intimidate	B					
Habitat	Blizzard Peaks, Herb Grotto									
Special Property: Can build tension. Can summon other hellhounds										

165 ICE QUEEN

Demon



HP	221	Attack	125	Agility	88					
MP	0	Defence	124	Level	31					
Item (Chance)	Frigid stockings (1.56%)									
Rare Item (Chance)										
Staff of divine wrath (0.39%)										
EXP	186	Gold	56	Intimidate	B					
Habitat	Blizzard Peaks									
Special Property: Can increase tension up to 5 in 1 turn, 2 actions per turn										

167 BEELZEBUZZ

Bug



HP	154	Attack	121	Agility	95					
MP	16	Defence	128	Level	32					
Item (Chance)	Cowpat (6.25%)									
Rare Item (Chance)										
Dragon dung (1.56%)										
EXP	165	Gold	21	Intimidate	B					
Habitat	Dragon Graveyard									
Special Property: Can resurrect other monsters using Krackle										

169 ICICKLER

Humanoid



HP	198	Attack	182	Agility	91					
MP	24	Defence	130	Level	33					
Item (Chance)	Titan belt (1.56%)									
Rare Item (Chance)										
Poison moth lime (0.78%)										
EXP	221	Gold	78	Intimidate	B					
Habitat	Blizzard Peaks, Herb Grotto									
Special Property: Hails using Krackle, uses Bounce										

159 LIVING STATUS

Material



HP	266	Attack	188	Agility	80					
MP	0	Defence	162	Level	30					
Item (Chance)	Stone hatchet (3.13%)									
Rare Item (Chance)										
Ruby of protection (0.39%)										
EXP	306	Gold	90	Intimidate	B					
Habitat	Lydon's Tower									
Special Property:										

161 DARK SLIME

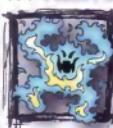
slime



HP	97	Attack	138	Agility	87					
MP	16	Defence	97	Level	29					
Item (Chance)	Medicinal herb (6.25%)									
Rare Item (Chance)										
Magical hat (0.39%)										
EXP	87	Gold	12	Intimidate	B					
Habitat	World of Darkness, Godbird's Eye (Dark)									
Special Property: Uses Fizzle										

164 FROSTBURN

Elemental



HP	113	Attack	99	Agility	78					
MP	10	Defence	115	Level	30					
Item (Chance)	Magic water (3.13%)									
Rare Item (Chance)										
Chilly cheese (0.78%)										
EXP	199	Gold	16	Intimidate	B					
Habitat	Blizzard Peaks, Herb Grotto									
Special Property: Uses Thwack or ice attacks										

166 ABOOMINAPE

Beast



HP	186	Attack	128	Agility	89					
MP	0	Defence	110	Level	32					
Item (Chance)	Giant mallet (3.13%)									
Rare Item (Chance)										
Chilly cheese (0.78%)										
EXP	202	Gold	24	Intimidate	B					
Habitat	Blizzard Peaks									
Special Property: Critical hit possible. Inflicts ice attacks on the party										

168 KILLING MACHINE

Machine



HP	165	Attack	158	Agility	90					
MP	0	Defence	146	Level	33					
Item (Chance)	Iron currass (1.56%)									
Rare Item (Chance)										
Steel broadsword (0.78%)										
EXP	315	Gold	58	Intimidate	B					
Habitat	Blizzard Peaks, Herb Grotto, Dragon Graveyard									
Special Property: -2 actions per turn. Tug: Use spears such as Bang or Zap										

170 SHADOW

Elemental



HP	154	Attack	134	Agility	92					
MP	0	Defence	85	Level	34					
Item (Chance)	Bronze knife (3.13%)									
Rare Item (Chance)										
Iron mask (0.39%)										
EXP	216	Gold	14	Intimidate	C					
Habitat	Abrid at Darkness, Godbird's Eye									
Special Property: Often dodges attacks. Uses Ice Breath										

170 SHADOW


HP	194	Attack	174	Agility	114
MP	0	Defence	159	Level	44
Item (Chance)	Bronze knife (3.13%)				
Rare Item (Chance)	Iron mask (0.39%)				
EXP	256	Gold	14	Intimidate	C
Habitat	Black Citadel. After the Black Citadel appears virtually all the eastern regions.				
Special Property					

Elemental
172 FROST WYVINE


HP	286	Attack	190	Agility	86
MP	30	Defence	130	Level	34
Item (Chance)	Dragon scale (1.56%)				
Rare Item (Chance)	Chain whip (0.70%)				
EXP	326	Gold	62	Intimidate	B
Habitat	Blizzard Peaks, Heli Grotto				
Special Property	Heals using Multiheal. Can stop one character for 1 turn.				

Dragon
174 DRAGURN


HP	268	Attack	158	Agility	92
MP	0	Defence	118	Level	35
Item (Chance)	Dragon dung (3.13%)				
Rare Item (Chance)	Dragon scale (1.56%)				
EXP	302	Gold	61	Intimidate	B
Habitat	Dragon Graveyard, Isolated Pheau (West), Godbld's Eye				
Special Property	Breathes fire, can restore its own HP.				

Dragon
176 ZOMBIE GLADIATOR


HP	180	Attack	146	Agility	94
MP	16	Defence	128	Level	35
Item (Chance)	Battle-axe (1.56%)				
Rare Item (Chance)	Steel broadsword (0.39%)				
EXP	283	Gold	71	Intimidate	D
Habitat	Zombie's Cove, Isolated Plateau, Godbld's Eye				
Special Property	Can reduce the party's Defence using Kazap. 1-2 actions per turn.				

Zombie
178 DARK CONDOR


HP	163	Attack	170	Agility	98
MP	36	Defence	130	Level	36
Item (Chance)	Chimera wing (3.13%)				
Rare Item (Chance)	Wing of bat (1.56%)				
EXP	224	Gold	26	Intimidate	B
Habitat	World of Darkness, Godbld's Eye				
Special Property	Heals using Muheal, increases Defence using Kabuff. Concentrated attack possible.				

Bird
179 MUCHO MACHO


HP	316	Attack	189	Agility	96
MP	24	Defence	107	Level	36
Item (Chance)	Strong medicine (6.25%)				
Rare Item (Chance)	Magical hat (0.39%)				
EXP	318	Gold	51	Intimidate	B
Habitat	Isolated Plateau, Godbld's Eye				
Special Property	Can increase attack power using Dognash. Concentrated attack possible.				

Humanoid
180 DARK SKELETON


HP	288	Attack	214	Agility	115
MP	0	Defence	154	Level	45
Item (Chance)	Moonwort bulb (6.25%)				
Rare Item (Chance)	Bronze shield (1.56%)				
EXP	289	Gold	13	Intimidate	F
Habitat	After the Black Citadel appears west of Farbury, Catus' Tomb				
Special Property					

Zombie
171 METAL KING SLIME


HP	20	Attack	166	Agility	255
MP	66	Defence	4096	Level	34
Item (Chance)	Slime crown (1.56%)				
Rare Item (Chance)	Trichalcum (0.39%)				
EXP	30010	Gold	240	Intimidate	E
Habitat	Dragon Graveyard, Howling Hill, Cuckoo's Grove, Black Citadel				
Special Property	Type: Metal. Generally runs away. To: Use Hatchet Man or Thunder Thrust				

Slime

Page 210

Bird
173 ELYSIUM BIRD


HP	173	Attack	113	Agility	92
MP	32	Defence	99	Level	34
Item (Chance)	Eagle dagger (1.56%)				
Rare Item (Chance)	Ruby of protection (0.39%)				
EXP	163	Gold	43	Intimidate	B
Habitat	Isolated Plateau, Godbld's Eye, Unbroken Grove, Black Citadel				
Special Property	Heals using Muheal. Concentrated attack possible (on the last character)				

Bug
175 SMACKER


HP	131	Attack	130	Agility	93
MP	255	Defence	128	Level	35
Item (Chance)	Moonwort bulb (6.25%)				
Rare Item (Chance)	Waterweed mould (3.13%)				
EXP	149	Gold	18	Intimidate	A
Habitat	Dragon Graveyard, Proth's Cove, isolated Plateau, Godbld's Eye				
Special Property	Uses Kasnoco and Magic Barrier. Can stop one character for a turn by licking them				

Material


HP	278	Attack	223	Agility	78
MP	0	Defence	113	Level	35
Item (Chance)	Strong medicine (6.25%)				
Rare Item (Chance)	Rockombu shade (0.78%)				
EXP	340	Gold	38	Intimidate	B
Habitat	Isolated Plateau (in the forest), Godbld's Eye				
Special Property	Can build tension. Critical hit possible				

34-35

178 DARK CONDOR


HP	246	Attack	188	Agility	130
MP	36	Defence	162	Level	45
Item (Chance)	Chimera wing (3.13%)				
Rare Item (Chance)	Wing of bat (1.56%)				
EXP	272	Gold	16	Intimidate	B
Habitat	Commanded by Dark Dulahan. After the Dark Citadel appears in the forest west of Farbury, area around Ostrikat, Desert				
Special Property					

Bird
180 DARK SKELETON


HP	240	Attack	186	Agility	95
MP	0	Defence	132	Level	36
Item (Chance)	Mosswort bulb (6.25%)				
Rare Item (Chance)	Bronze shield (1.56%)				
EXP	304	Gold	31	Intimidate	F
Habitat	World of Darkness (west), Godbld's Eye				
Special Property	Can induce the world of darkness status change in one character				

Zombie
181 DARK MACARBOUR


HP	334	Attack	188	Agility	84
MP	0	Defence	126	Level	36
Item (Chance)	Strong medicine (12.5%)				
Rare Item (Chance)	Tyggdrasil leaf (0.39%)				
EXP	333	Gold	56	Intimidate	B
Habitat	World of Darkness				
Special Property	Type: Dark. Can inflict the sudden death effect on the party. Can insure other monsters				

Plant

181 DARK MACABBOUR**Plant**

HP	426	Attack	223	Agility	116
MP	0	Defense	166	Level	45
Item (Chance)	Steaming medicine (12.5%)				
Rare Item (Chance)	Yogurt! Leaf (0.39%)				
EXP	372	Gold	25	Intimidate	B

Habitat After the Black Citadel appears, Kingdom of Ascantha, Kingdom of Iselan, Baccal region, Arcadia region
Special Property

183 DEMON THUNDERER**Elemental**

HP	179	Attack	132	Agility	97
MP	0	Defense	138	Level	36
Item (Chance)	Devil's tail (15.6%)				
Rare Item (Chance)	Yogurt! Leaf (0.39%)				
EXP	250	Gold	45	Intimidate	B

Habitat Pirate's Cove, Isolated Plateau, Godbird's Eye
Special Property Thunder attacks on the party. Can stop one character using curse

184 DARK STAR**Elemental**

HP	290	Attack	226	Agility	118
MP	12	Defense	165	Level	47
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Edged boomerang (0.78%)				
EXP	376	Gold	16	Intimidate	B

Habitat After the Black Citadel appears, Alexandria region, West Argonia (forest), area around Orkutz, east of Ryan Gully
Special Property

185 DARK MINISTER**Demon**

HP	223	Attack	163	Agility	108
MP	16	Defense	177	Level	46
Item (Chance)	Leather case (1.56%)				
Rare Item (Chance)	Saint's ashes (0.39%)				
EXP	316	Gold	35	Intimidate	B

Habitat After the Black Citadel appears, Farobury region, area around Port Prospect
Special Property

187 DARK SEA-DIVA**Demon**

HP	236	Attack	188	Agility	99
MP	25	Defense	98	Level	37
Item (Chance)	Walrusmeat (6.25%)				
Rare Item (Chance)	either case (0.78%)				
EXP	267	Gold	61	Intimidate	B

Habitat World of Darkness (east), Godbird's Eye
Special Property Can reduce the party's Defence using Kasup, and enhance the Inferno Attack using Domm. Can stop the party by singing

189 DARK TURKEY**Bird**

HP	214	Attack	158	Agility	110
MP	12	Defense	129	Level	33
Item (Chance)	Garter (3.13%)				
Rare Item (Chance)	Dream blade (0.78%)				
EXP	309	Gold	73	Intimidate	B

Habitat World of Darkness (east), Godbird's Eye
Special Property Can stop the party for 1 turn and reduce Defence using Kasup. Increases menses. Defence using Kasup

190 HELIGATOR**Beast**

HP	512	Attack	223	Agility	75
MP	0	Defense	96	Level	30
Item (Chance)	Hamband (3.13%)				
Rare Item (Chance)	Orca armor (0.78%)				
EXP	617	Gold	139	Intimidate	B

Habitat Isolated Plateau, Egnos' Tablet
Special Property

182 TYRANTOSAURUS**Dragon**

HP	208	Attack	187	Agility	108
MP	0	Defense	146	Level	36
Item (Chance)	Dragon scale (1.56%)				
Rare Item (Chance)	Iron tail (0.78%)				
EXP	283	Gold	57	Intimidate	B

Habitat Dragon Ghyehey, Isolated Plateau, Godbird's Eye
Special Property Use Kabuff and Instigate

184 DARK STAR**Elemental**

HP	236	Attack	196	Agility	99
MP	12	Defense	135	Level	37
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Edged boomerang (0.78%)				
EXP	301	Gold	66	Intimidate	B

Habitat Godbird's Eye
Special Property Can reduce the party's resistance and then induce the Dazzled or Paralysed status change

185 DARK MINISTER**Demon**

HP	193	Attack	163	Agility	108
MP	16	Defense	177	Level	37
Item (Chance)	Leather cape (1.56%)				
Rare Item (Chance)	Saint's ashes (0.39%)				
EXP	316	Gold	101	Intimidate	B

Habitat Godbird's Eye
Special Property Uses Kaswoosh. Can stop one character for a turn

186 GRIM RIDER**Zombie**

HP	236	Attack	184	Agility	98
MP	9	Defense	110	Level	37
Item (Chance)	Holy lance (1.56%)				
Rare Item (Chance)	Magical hat (0.39%)				
EXP	304	Gold	72	Intimidate	D

Habitat Isolated Plateau, Godbird's Eye
Special Property Uses Multithrust. Restores HP using Midheat

188 WAR GRYPHON**Bird**

HP	249	Attack	172	Agility	99
MP	20	Defense	118	Level	37
Item (Chance)	Chimera wing (12.5%)				
Rare Item (Chance)	Spoicy cheese (1.56%)				
EXP	305	Gold	59	Intimidate	B

Habitat Isolated Plateau, areas accessible by air
Special Property Can increase Defence using Kabuff and use Inferno (flame breath)

189 DARK TURKEY**Bird**

HP	286	Attack	205	Agility	116
MP	12	Defense	172	Level	46
Item (Chance)	Garter (3.13%)				
Rare Item (Chance)	Dream blade (0.78%)				
EXP	315	Gold	33	Intimidate	B

Habitat After the Black Citadel appears, Alexandria region, Pickman region, Baccal region, West Argonia
Special Property

191 DARK DULLAHAN**Zombie**

HP	292	Attack	195	Agility	105
MP	0	Defense	242	Level	38
Item (Chance)	Arthobird herb (6.25%)				
Rare Item (Chance)	Zombie mist (0.39%)				
EXP	376	Gold	138	Intimidate	D

Habitat Godbird's Eye. After the Black Citadel appears, Farobury region, Marilia region, East Argonia, Arcadia region (Only 105 EXP coins at the latter locations.)
Special Property Can build fortification. Critical hit possible. Can summon dark condor

192 KILLER CROAKER



HP	183	Attack	102	Agility	100
MP	14	Defense	126	Level	38
Item (Chance)					
Waterweed mould (6.25%)					
Rare Item (Chance)					
Bandage (3.13%)					
EXP	166	Gold	16	Information	B
Habitat					
Caves of Evil, Unhidden Groves, areas accessible by air					
Special Property					
Its roar and increased ATK (+102), can inflict Analysis and use Whack					

194 DARKODILE



HP	593	Attack	243	Agility	68
MP	0	Defense	96	Level	32
Item (Chance)					
Whip hand (6.25%)					
Rare Item (Chance)					
Crab armor (0.78%)					
EXP	617	Gold	138	Information	B
Habitat					
World of Darkness, Godbird's Eye					
Special Property					

195 CYCLOPS



HP	482	Attack	254	Agility	94
MP	0	Defense	112	Level	39
Item (Chance)					
Amor seco essence (3.13%)					
Rare Item (Chance)					
Giant mallet (1.56%)					
EXP	443	Gold	69	Information	B
Habitat					
Unhidden Groves, Trolls' Maze, Muze, areas accessible by air					
Special Property					
Critical hit possible					

197 SNAPPDRAGON



HP	436	Attack	171	Agility	102
MP	30	Defense	116	Level	39
Item (Chance)					
Thorn whip (3.13%)					
Rare Item (Chance)					
Soiled steel who (0.78%)					
EXP	316	Gold	63	Information	B
Habitat					
Unhidden Groves, Trolls' Maze, Muze, areas accessible by air					
Special Property					
Can use Kahlzil and stop one character for 1 turn					

199 MOHAWKER



HP	344	Attack	204	Agility	103
MP	35	Defense	170	Level	39
Item (Chance)					
Waterweed mould (6.25%)					
Rare Item (Chance)					
Iron helmet (0.39%)					
EXP	318	Gold	160	Information	B
Habitat					
Unhidden Groves					
Special Property					
Heals using Mohirel. He appears with buffaloforge and they attack together					

201 BOBONGA



HP	443	Attack	249	Agility	90
MP	0	Defense	148	Level	40
Item (Chance)					
Dragon dung (3.13%)					
Rare Item (Chance)					
Fresh milk (3.13%)					
EXP	316	Gold	66	Information	B
Habitat					
Black Citadel (then also in West Argonia, Acacia region, etc.)					
Special Property					
Heals his own HP and uses Inferno (Flame Breath)					

203 CLAWS



HP	283	Attack	201	Agility	129
MP	0	Defense	153	Level	33
Item (Chance)					
Iron helmet (3.13%)					
Rare Item (Chance)					
Astaeron's dagger (1.56%)					
EXP	386	Gold	73	Information	B
Habitat					
Black Citadel (then also on Northwest Isle, etc.)					
Special Property					
Inflicts heavy damage on the party					

Bug

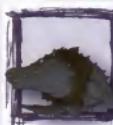
193 HIGH ROLLER



HP	284	Attack	148	Agility	101
MP	28	Defense	118	Level	38
Item (Chance)					
Leather mould (3.13%)					
Rare Item (Chance)					
Prayer ring (0.39%)					
EXP	245	Gold	87	Information	B
Habitat					
Godbird's Eye, Unhidden Groves, areas accessible by air					
Special Property					
If the player has a +1 he becomes more powerful (ATK +85, DEF +105) and uses Kapom and Critical hits. If he summons a combatant, it can move					

Beast

194 DARKODILE



HP	694	Attack	283	Agility	68
MP	0	Defense	96	Level	40
Item (Chance)					
Wharf band (6.25%)					
Rare Item (Chance)					
Trade armor (0.78%)					
EXP	616	Gold	66	Information	B
Habitat					
After the Black Citadel appears, Alexandria region, area around Dragon's Eye, Kingdom of Ascaria, Baccala region					
Special Property					

Monsters



HP	192	Attack	159	Agility	102
MP	0	Defense	123	Level	39
Item (Chance)					
Medicinal herb (6.25%)					
Rare Item (Chance)					
Gold ring (0.39%)					
EXP	146	Gold	17	Information	B
Habitat					
Godbird's Eye, Unhidden Groves, areas accessible by air					
Special Property					
Can summon bloody hand (slipmire bird or stone guardian)					

198 BUFFALOGRE



HP	360	Attack	216	Agility	104
MP	0	Defense	166	Level	39
Item (Chance)					
Red mould (6.25%)					
Rare Item (Chance)					
Iron corras (0.39%)					
EXP	353	Gold	120	Information	B
Habitat					
Unhidden Groves					
Special Property					
Can build tension. He appears with mohawk and they attack together					

200 ARCHDEMON



HP	348	Attack	252	Agility	114
MP	45	Defense	165	Level	40
Item (Chance)					
Rockbomb shard (3.13%)					
Rare Item (Chance)					
Battle lork (0.39%)					
EXP	418	Gold	62	Information	B
Habitat					
Black Citadel (then also in the Farbure region, etc.)					
Special Property					
Can stop one or all characters for 1 turn and heal all monsters					

202 CAPED CAPERER



HP	216	Attack	148	Agility	134

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205 MIMIC KING**Material**

HP	340	Attack	231	Agility	135
MP	255	Defense	224	Level	41
Item (Chance)		Iron nail (6.25%)			
Rare Item (Chance)		Seed of wisdom (0.39%)			
EXP	402	Gold	71	Intimidate	8
Habitat	Black Citadel (then also in West Argonia, Arcadia region, etc.)				
Special Property	Uses Fuddle and Multihit. Critical hit possible.				

207 DULLAHAN**Zombie**

HP	335	Attack	237	Agility	109
MP	24	Defense	265	Level	42
Item (Chance)		Leather cape (3.13%)			
Rare Item (Chance)		Steel shield (1.56%)			
EXP	378	Gold	48	Intimidate	0
Habitat	Black Citadel (then also in the Kingdom of Thordan, etc.)				
Special Property	Very high Defence and spell resistance. Can increase Attack using Domph. Can summon elysium bird.				

209 FROU-FROU**Dragon**

HP	510	Attack	254	Agility	111
MP	0	Defense	180	Level	43
Item (Chance)		Magic beast hide (3.13%)			
Rare Item (Chance)		Dragon scale (1.33%)			
EXP	395	Gold	57	Intimidate	8
Habitat	Black Citadel (then on Northwest Isle, etc.)				
Special Property	-				

211 WIGHT PRIEST**Zombie**

HP	258	Attack	169	Agility	126
MP	255	Defense	198	Level	43
Item (Chance)		Magic vestment (3.13%)			
Rare Item (Chance)		Rune staff (0.39%)			
EXP	398	Gold	57	Intimidate	F
Habitat	Black Citadel (then in the Arcadia region, etc.)				
Special Property	Uses Kaboom, Kahlizir and Kazing. Can summon ghoul and skeleton soldier.				

213 DARK MOTH**Bug**

HP	286	Attack	170	Agility	118
MP	100	Defense	136	Level	47
Item (Chance)		Raven powder (6.25%)			
Rare Item (Chance)		Saint's ashes (1.56%)			
EXP	229	Gold	15	Intimidate	B
Habitat	After the Black Citadel appears at Pergon Quay (in the forest), at Red's Den (in the Woods), Land of the Moors, between East Argonia and Kaboom.				
Special Property	Resurrects after death. Very fast and reduces the Enraged status change in the party.				

215 DARK SABRECAT**Beast**

HP	372	Attack	261	Agility	128
MP	0	Defense	177	Level	48
Item (Chance)		Leather hat (3.13%)			
Rare Item (Chance)		Saint's ashes (1.56%)			
EXP	507	Gold	103	Intimidate	B
Habitat	After the Black Citadel appears, west of Kaboom, 1 area around Red's Den, East Argonia, Arcadia region (in the Woods).				
Special Property	Critical hit possible. Tip: Use Dazzle.				

217 DARK DEVILDOG**Beast**

HP	397	Attack	312	Agility	105
MP	0	Defense	153	Level	45
Item (Chance)		Iron headgear (1.56%)			
Rare Item (Chance)		Life bracer (0.78%)			
EXP	398	Gold	71	Intimidate	G
Habitat	Tip: Page 218				
Special Property	Can stop one or all of the characters for 1 turn. Can summon hell's keeper.				

206 FOWLFIGHTER**Bird**

HP	285	Attack	245	Agility	118
MP	255	Defense	165	Level	20
Item (Chance)		Garter (1.56%)			
Rare Item (Chance)		Bastard sword (0.39%)			
EXP	376	Gold	60	Intimidate	B
Habitat	Black Citadel (then also in West Argonia, Arcadia region, etc.)				
Special Property	Can stop the party using Warcry. Concentrated attack possible. 1-2 actions per turn.				

208 GIGANTES**Demon**

HP	710	Attack	285	Agility	99
MP	0	Defense	148	Level	42
Item (Chance)		Amor seco essence (6.25%)			
Rare Item (Chance)		Efin elixir (0.39%)			
EXP	511	Gold	36	Intimidate	B
Habitat	Black Citadel (then east of Pergon Quay, etc.)				
Special Property	-				

210 STONE GUARDIAN**Material**

HP	450	Attack	246	Agility	73
MP	0	Defense	287	Level	43
Item (Chance)		Rock salt (12.5%)			
Rare Item (Chance)		Mighty amite (0.39%)			
EXP	422	Gold	80	Intimidate	B
Habitat	Goddess's Eye, Unrooted Groves, Black Citadel (then also in East Argonia, etc.)				
Special Property	High Defence. immune to Sap.				

212 HELL GLADIATOR**Zombie**

HP	276	Attack	256	Agility	112
MP	0	Defense	167	Level	44
Item (Chance)		Hates' hem (0.78%)			
Rare Item (Chance)		Platinum sword (0.39%)			
EXP	416	Gold	94	Intimidate	D
Habitat	Black Citadel (then also in the Pitregion, etc.)				
Special Property	A very powerful enemy able to inflict the Asleep and Paralysed status changes for 1-2 actions per turn				

214 DARK GRYPHON**Bird**

HP	349	Attack	273	Agility	119
MP	16	Defense	186	Level	47
Item (Chance)		Bunny tail (3.13%)			
Rare Item (Chance)		Saint's ashes (0.78%)			
EXP	411	Gold	61	Intimidate	B
Habitat	After the Black Citadel appears at Pitregion, on the beach south of Asurine, or the beach south of Kaboom, Arcadia region (in the Woods).				
Special Property	High resistance (except to spells such as Wood).				

216 HELL HOPPER**Material**

HP	263	Attack	279	Agility	130
MP	255	Defense	166	Level	45
Item (Chance)		Moon's mercury (3.13%)			
Rare Item (Chance)		Elevating shoes (0.39%)			
EXP	379	Gold	66	Intimidate	A
Habitat	Tip: Page 218				
Special Property	Can hop and protects itself against spears using Bounce and Yoda.				

218 HEAVY HOOD**Humanoid**

HP	438	Attack	348	Agility	127
MP	0	Defense	156	Level	45
Item (Chance)		Velvet cap (1.56%)			
Rare Item (Chance)		Pirate's hat (0.39%)			
EXP	423	Gold	53	Intimidate	G
Habitat	Tip: Page 218				
Special Property	Critical hit possible. Can build tension and summon heavy hood.				

219 HELLSTALKER



HP	405	Attack	336	Agility	123
MP	0	Defense	144	Level	45
Item (Chance)		Magic water (1.56%)			
Rare Item (Chance)		Demon whip (0.78%)			
EXP	408	Gold	46	Intimidate	B

Habitat:

Special Property: Can stop one character using Curse and induce the Dazzled status change in the party. Uses lightning attacks against the party.

Demon

220 SILHOUETTE



HP	156	Attack	169	Agility	118
MP	0	Defense	101	Level	45
Item (Chance)		Rennet powder (3.13%)			
Rare Item (Chance)		Saint's ashes (1.56%)			
EXP	376	Gold	32	Intimidate	C

Habitat:

Special Property: Its dance can inflict the sudden death effect. Uses ice attacks against the party.

MONSTERS

221 DEMOCR0BOT



HP	1520	Attack	378	Agility	128
MP	255	Defense	185	Level	50
Item (Chance)		Seed of magic (0.39%)			
Rare Item (Chance)		Gold nugget (0.39%)			
EXP	1810	Gold	36	Intimidate	G

Habitat:

Special Property: The result of merging head, state, body parts, right wing and left wing: 1-2 actions per turn

Humanoid

223 BODY POLITIC



HP	564	Attack	185	Agility	104
MP	0	Defense	170	Level	42
Item (Chance)		Hard cheese (3.13%)			
Rare Item (Chance)		Magic armour (1.56%)			
EXP	310	Gold	30	Intimidate	G

Habitat:

Special Property: Concentrated attack possible (on the last character). Critical hit possible

Humanoid

225 LEFT WING



HP	396	Attack	163	Agility	115
MP	0	Defense	159	Level	42
Item (Chance)		Highly-stringy cheese (3.13%)			
Rare Item (Chance)		Power shield (0.78%)			
EXP	280	Gold	20	Intimidate	G

Habitat:

Special Property: .

Humanoid

227 WIGHT KING



HP	456	Attack	194	Agility	125
MP	64	Defense	136	Level	45
Item (Chance)		Saint's ashes (3.13%)			
Rare Item (Chance)		Skull ring (0.78%)			
EXP	477	Gold	72	Intimidate	F

Habitat:

Special Property: Uses Kawarush and Fozie. Can summon ghoul and skeleton warrior 1-2 actions per turn

Zombie

229 HELLSPAWN



HP	107	Attack	156	Agility	121
MP	0	Defense	54	Level	47
Item (Chance)		Nook grass (1.56%)			
Rare Item (Chance)		Cloak of evasion (1.56%)			
EXP	389	Gold	42	Intimidate	C

Habitat:

Special Property: Can induce the Alespo. Paralyzed or Poisoned status change in the party. Attacks using ice and fire

Elemental

231 SOLARIS



HP	457	Attack	331	Agility	129
MP	0	Defense	203	Level	48
Item (Chance)		Moonwort bulb (6.29%)			
Rare Item (Chance)		Seed of skiff (1.56%)			
EXP	468	Gold	66	Intimidate	G

Habitat:

Special Property: Can inflict heavy damage on all characters

Elemental

220 SILHOUETTE



HP	156	Attack	169	Agility	118
MP	0	Defense	101	Level	45
Item (Chance)		Rennet powder (3.13%)			
Rare Item (Chance)		Saint's ashes (1.56%)			
EXP	376	Gold	32	Intimidate	C

Habitat:

Special Property: Its dance can inflict the sudden death effect. Uses ice attacks against the party.

MONSTERS

221 DEMOCR0BOT



HP	1520	Attack	378	Agility	128
MP	255	Defense	185	Level	50
Item (Chance)		Seed of magic (0.39%)			
Rare Item (Chance)		Gold nugget (0.39%)			
EXP	1810	Gold	36	Intimidate	G

Habitat:

Special Property: The result of merging head, state, body parts, right wing and left wing: 1-2 actions per turn

Humanoid

223 BODY POLITIC



HP	564	Attack	185	Agility	104
MP	0	Defense	170	Level	42
Item (Chance)		Hard cheese (3.13%)			
Rare Item (Chance)		Magic armour (1.56%)			
EXP	310	Gold	30	Intimidate	G

Habitat:

Special Property: Concentrated attack possible (on the last character). Critical hit possible

Humanoid

225 LEFT WING



HP	396	Attack	163	Agility	115
MP	0	Defense	159	Level	42
Item (Chance)		Highly-stringy cheese (3.13%)			
Rare Item (Chance)		Power shield (0.78%)			
EXP	280	Gold	20	Intimidate	G

Habitat:

Special Property: .

Humanoid

227 WIGHT KING



HP	456	Attack	194	Agility	125
MP	64	Defense	136	Level	45
Item (Chance)		Saint's ashes (3.13%)			
Rare Item (Chance)		Skull ring (0.78%)			
EXP	477	Gold	72	Intimidate	F

Habitat:

Special Property: Uses Kawarush and Fozie. Can summon ghoul and skeleton warrior 1-2 actions per turn

Zombie

229 HELLSPAWN



HP	107	Attack	156	Agility	121
MP	0	Defense	54	Level	47
Item (Chance)		Nook grass (1.56%)			
Rare Item (Chance)		Cloak of evasion (1.56%)			
EXP	389	Gold	42	Intimidate	C

Habitat:

Special Property: Can induce the Alespo. Paralyzed or Poisoned status change in the party. Attacks using ice and fire

Elemental

231 SOLARIS



HP	457	Attack	331	Agility	129
MP	0	Defense	203	Level	48
Item (Chance)		Moonwort bulb (6.29%)			
Rare Item (Chance)		Seed of skiff (1.56%)			
EXP	468	Gold	66	Intimidate	G

Habitat:

Special Property: Can inflict heavy damage on all characters

Elemental

233 UNHOLY BISHOP

Humanoid

HP	412	Attack	153	Agility	102
MP	58	Defence	180	Level	50
Item (Chance)		Antidote dress (1.56%)			
Rare Item (Chance)		Velvet cape (0.35%)			
EXP	619	Gold	73	Intermediate	G

Habitat: Page 222

Special Property: Then Kneel, Fiddle, Kneel, Dance, Fiddle and Sing

235 CROCODOG

Beast

HP	1070	Attack	386	Agility	108
MP	0	Defence	168	Level	50
Item (Chance)		Leather shield (3.13%)			
Rare Item (Chance)		Seed of skill (1.56%)			
EXP	718	Gold	82	Intermediate	G

Habitat: Page 222

Special Property: None

236 KHALAMARE KID

Aquatic

HP	52	Attack	69	Agility	57
MP	0	Defence	68	Level	20
Item (Chance)		Waterweed mould (6.25%)			
Rare Item (Chance)		Oaken club (3.13%)			
EXP	58	Gold	11	Intermediate	A

Habitat: Ocean (also in the other places after the Black Citadel appears)

Special Property: None

237 SEE URCHIN

Aquatic

HP	32	Attack	56	Agility	80
MP	8	Defence	8	Level	20
Item (Chance)		Medicinal herb (6.25%)			
Rare Item (Chance)		Bandit's grass skirt (3.13%)			
EXP	41	Gold	16	Intermediate	A

Habitat: Ocean (also in the other places after the Black Citadel appears)

Special Property: None

238 MAN O' WAR

Aquatic

HP	56	Attack	61	Agility	54
MP	0	Defence	64	Level	20
Item (Chance)		Mosswort bulb (3.13%)			
Rare Item (Chance)		Plain cheese (1.56%)			
EXP	62	Gold	12	Intermediate	A

Habitat: Pirat's Cove (also in the other places after the Black Citadel appears)

Special Property: None

240 KING KELP

Aquatic

HP	86	Attack	48	Agility	35
MP	8	Defence	36	Level	16
Item (Chance)		Waterweed mould (6.25%)			
Rare Item (Chance)		Coral harpin (0.78%)			
EXP	56	Gold	16	Intermediate	B

Habitat: On the river by the Pirat's Chapel, on the beach south of Iscarana, on the beach south of Ocean.

Special Property: Can sing and summon six Kallaman kids (six squid kids in Pirat's Cove). Hears using Midheat

241 WILD BOARFISH

Aquatic

HP	62	Attack	62	Agility	56
MP	9	Defence	70	Level	20
Item (Chance)		Antidote dress (6.25%)			
Rare Item (Chance)		Scate shield (3.13%)			
EXP	60	Gold	11	Intermediate	A

Habitat: Ocean

Special Property: Can induce the Poisoned status change in one character

234 HELL'S GATEKEEPER

Zombie

HP	625	Attack	354	Agility	105
MP	0	Defence	225	Level	50
Item (Chance)		Platinum mail (0.8%)			
Rare Item (Chance)		Rune of shield (0.78%)			
EXP	612	Gold	68	Intermediate	G

Habitat: Page 222

Special Property: Can burst tension. Critical hit possible. Can summon rhythym beat

236 KHALAMARE KID

Aquatic

HP	44	Attack	44	Agility	42
MP	0	Defence	31	Level	13
Item (Chance)		Waterweed mould (6.25%)			
Rare Item (Chance)		Oaken hub (3.13%)			
EXP	37	Gold	9	Intermediate	A

Habitat: On the river by the Riverside Chapel, on the beach south of Iscarana, on the beach south of Ploham

Special Property: None

237 SEE URCHIN

Aquatic

HP	16	Attack	26	Agility	45
MP	4	Defence	4	Level	9
Item (Chance)		Medicinal herb (6.25%)			
Rare Item (Chance)		Bandit's grass skirt (3.13%)			
EXP	24	Gold	12	Intermediate	A

Habitat: On the beach south of Alexandria, on the river by the Riverside Chapel

Special Property: Ditten dodges attacks, restores HP using Midheat

238 MAN O' WAR

Aquatic

HP	35	Attack	34	Agility	23
MP	0	Defence	22	Level	10
Item (Chance)		Mosswort bulb (3.13%)			
Rare Item (Chance)		Plain cheese (1.56%)			
EXP	23	Gold	12	Intermediate	A

Habitat: On the beach south of Alexandria, on the beach south of Pickham

Special Property: Can induce the Paralysed status change

240 KING KELP

Aquatic

HP	86	Attack	77	Agility	59
MP	20	Defence	72	Level	22
Item (Chance)		Waterweed mould (12.5%)			
Rare Item (Chance)		Coral harpin (0.78%)			
EXP	86	Gold	18	Intermediate	B

Habitat: Pirat's Cove (also in the other places after the Black Citadel appears)

Special Property: Special Properties

241 ANCHORMAN

Aquatic

HP	80	Attack	75	Agility	50
MP	16	Defence	82	Level	21
Item (Chance)		Tough guy tattoo (1.56%)			
Rare Item (Chance)		Asassin's dagger (0.39%)			
EXP	75	Gold	19	Intermediate	B

Habitat: Ocean, on the beach southeast of Argonia

Special Property: Can induce the poison status change and reduce poison. Goss can after losing a few HP (ATK = 60) and uses Boom

243 SEE ANGEL


HP	82	Attack	46	Agility	70
MP	15	Defence	16	Level	21
Item (Chance)		Amer seco essence (3.13%)			
Rare Item (Chance)		Bunny tail (1.56%)			
EXP	79	Gold	16	Intermediate	A
Habitat	Ocean				
Special Property	Often dodges attacks, restores HP using MultiHeal increases Agility. Tries to resurrect using Zing				

245 CRAYZEE


HP	91	Attack	86	Agility	64
MP	16	Defence	85	Level	22
Item (Chance)		Edged boomerang (1.56%)			
Rare Item (Chance)		Tortoise shell (0.39%)			
EXP	94	Gold	25	Intermediate	B
Habitat	Ocean				
Special Property	Can absorb MP and then use Boom. Concentrated attack possible				

247 MERMAN


HP	101	Attack	92	Agility	65
MP	12	Defence	86	Level	23
Item (Chance)		Medicinal herb (3.13%)			
Rare Item (Chance)		Scale armor (1.56%)			
EXP	106	Gold	19	Intermediate	B
Habitat	Ocean				
Special Property	Can reduce one character's Defense using Sap. Tp. Use Sneeze if your own level is low				

249 OCTAVIAN SENTRY


HP	116	Attack	111	Agility	55
MP	36	Defence	87	Level	24
Item (Chance)		Iron helmet (1.56%)			
Rare Item (Chance)		Long spear (0.78%)			
EXP	120	Gold	33	Intermediate	B
Habitat	Ocean				
Special Property	Uses Kneepro and Multiheal. Can resurrect a monster using Zing				

251 SEA DRAGON


HP	123	Attack	106	Agility	85
MP	24	Defence	80	Level	23
Item (Chance)		Dragon scale (3.13%)			
Rare Item (Chance)		S-holier's specs (0.78%)			
EXP	114	Gold	51	Intermediate	B
Habitat	Ocean				
Special Property	Can induce the Dazzled status change in the party and reduce Defence using Sap				

253 POISON EVEEL


HP	110	Attack	125	Agility	70
MP	0	Defence	94	Level	25
Item (Chance)		Medicinal herb (5.25%)			
Rare Item (Chance)		Snakeskin whip (0.78%)			
EXP	116	Gold	16	Intermediate	B
Habitat	Ocean				
Special Property	Can induce the Confused status change in one character. 1-2 actions per turn				

255 MERKING


HP	196	Attack	169	Agility	86
MP	32	Defence	115	Level	30
Item (Chance)		Antidote herb (12.5%)			
Rare Item (Chance)		Medicinal herb (6.25%)			
EXP	278	Gold	54	Intermediate	B
Habitat	Prize's Cave				
Special Property	Uses Fuzzo and Kaszizle. Can poison the party. Tp. Spells are virtually useless (apart from Zap)				

Aquatic
244 SQUID KID


HP	74	Attack	71	Agility	48
MP	0	Defence	68	Level	21
Item (Chance)		Pokey hat (3.13%)			
Rare Item (Chance)		Dancer's costume (0.78%)			
EXP	74	Gold	15	Intermediate	A
Habitat	Ocean, on the beach southeast of Argonia, Prize's Cave				
Special Property					

Aquatic
246 EVEL


HP	96	Attack	95	Agility	62
MP	0	Defence	81	Level	22
Item (Chance)		Antidote herb (6.25%)			
Rare Item (Chance)		Snakeskin whip (0.39%)			
EXP	92	Gold	11	Intermediate	B
Habitat	Ocean				
Special Property	Can induce the Poisoned status change in one character				

Aquatic
248 KING SQUID


HP	261	Attack	111	Agility	15
MP	0	Defence	54	Level	24
Item (Chance)		Leather whip (3.13%)			
Rare Item (Chance)		Strong medicine (1.56%)			
EXP	116	Gold	46	Intermediate	B
Habitat	Ocean				
Special Property	1-2 actions per turn. Tip. Whack is very effective				

Aquatic
250 PIGMALION


HP	100	Attack	89	Agility	67
MP	12	Defence	72	Level	23
Item (Chance)		Antidote herb (6.25%)			
Rare Item (Chance)		Waterweed mould (3.13%)			
EXP	109	Gold	13	Intermediate	A
Habitat	Ocean				
Special Property	Can resurrect monsters using Kerplunk				

Aquatic
252 FOUL ANCHOR


HP	47	Attack	109	Agility	68
MP	16	Defence	164	Level	24
Item (Chance)		Iron lance (3.13%)			
Rare Item (Chance)		Farmer's scythe (1.56%)			
EXP	121	Gold	33	Intermediate	B
Habitat	Ocean				
Special Property	Tip. Use Sap or attack using Boom and Zap				

Aquatic
254 SIREN


HP	112	Attack	27	Agility	63
MP	16	Defence	86	Level	27
Item (Chance)		Coral hairpin (3.13%)			
Rare Item (Chance)		Wizard's staff (1.56%)			
EXP	123	Gold	49	Intermediate	B
Habitat	Ocean				
Special Property	Uses Sizzler. Can stop one character for 1 turn. Can raise tension to 50 in only 1 turn				

Aquatic
256 SEASAUR


HP	181	Attack	145	Agility	61
MP	0	Defence	90	Level	32
Item (Chance)		Dragon scale (3.13%)			
Rare Item (Chance)		Mercury's bandana (0.39%)			
EXP	194	Gold	36	Intermediate	B
Habitat	On the beach southeast of Argonia				
Special Property	Uses fire and ice attacks against the party. Tp. Use Hostile				

257 OCTAVIAN PIRATE

HP	205	Attack	153	Agility	89
MP	16	Defence	128	Level	34
Item (Chance)		Iron shield (1.56%)			
Rare Item (Chance)		Iron lance (0.78%)			
EXP	290	Gold	63	Intimidate	B

Aquatic

259 TENTACULAR

HP	502	Attack	174	Agility	45
MP	20	Defence	40	Level	35
Item (Chance)		Medicinal herb (1.25%)			
Rare Item (Chance)		Full moon ring (0.39%)			
EXP	303	Gold	52	Intimidate	B

Aquatic

Habitat

Ocean

Special Property

2 actions per turn. Tip: Whack may be useful.

273 RED HORN

HP	820	Attack	278	Agility	93
MP	0	Defence	144	Level	40
Item (Chance)		Strong medicine (6.25%)			
Rare Item (Chance)		Seed of strength (0.39%)			
EXP	610	Gold	150	Intimidate	G

Habitat

Unnamed island to the southwest

Special Property

-

Beast

258 RIPTIDE

HP	235	Attack	186	Agility	78
MP	13	Defence	136	Level	16
Item (Chance)		Dagger (3.13%)			
Rare Item (Chance)		Scale armour (0.78%)			
EXP	331	Gold	113	Intimidate	B

Aquatic

260 ABYSS DIVER

HP	230	Attack	168	Agility	67
MP	21	Defence	99	Level	37
Item (Chance)		Waterweed mould (6.25%)			
Rare Item (Chance)		Spicy cheese (0.78%)			
EXP	255	Gold	38	Intimidate	B

Aquatic

Habitat

Ocean

Special Property

Uses Crackle and Flame attacks

274 BLUE FANG

HP	755	Attack	243	Agility	97
MP	16	Defence	173	Level	40
Item (Chance)		Strong antidote (6.25%)			
Rare Item (Chance)		Seed of wisdom (0.39%)			
EXP	575	Gold	120	Intimidate	G

Beast

Habitat

Unnamed island to the southwest

Special Property

-

INFAMOUS MONSTERS

Infamous

The monsters you can see wandering around in the wild are known as "infamous monsters". These creatures are usually more powerful than the ones you encounter in random combat. You can find out just how powerful they are on the following pages. You can also "recruit" these monsters to fight for you in the Monster Arena once you have become a monster team owner.

On most of the following tables, two values are indicated. The exact scale of values depends on the level attained by your character, because the status values of the infamous monster increase as the Hero gains experience. This also applies to monsters that you have already recruited to your team.

MONSTERS

MONSTERS

INFAMOUS MONSTERS

ARCHFIE LD 1 ARCH-ARCHDEMON 2



HP as Enemy	4	1296	Gold	6	31
EXP	5	466	Monster Coin	7	Gold
Location/Cond.	8/9	Untrodden Groves			

MP	10	38-74	ATK	11	304-335	DEF	11	132-168	AGL	11	102-190
HP in Team	12	926	Turns	13	0.9						
Monster Teams	14	Far From Heaven									

Info 15 Archfiend inflicts heavy damage on all enemies using Kaboom. He also protects the party using Insultate. A very good monster

1. Name: The name a monster adopts when it fights for you in the Monster Arena.

2. Name as Enemy: The name displayed if you meet an infamous monster on the world map.

3. Family: to which the monster belongs.

4. HP as Enemy: This indicates how many hit points an infamous monster has when it confronts you as an enemy. Monsters normally have more HP when they are fighting you than they do in the Monster Arena.

5. EXP: This tells you how much EXP you will receive for defeating the monster.

6. Gold: This indicates how much gold you will receive for defeating the infamous monster.

7. Monster Coin is the item left behind by an infamous monster after you defeat it for the first time.

8. Location: If you are looking for a specific monster, it is best to consult the world map on pages 204-205, which marks the locations of the infamous monsters. Note: Some monsters may reside in several places. For example, Metaball can be found in four different places, but the precise location of your encounter will be randomly selected.

9. Conditions: If a rank is indicated, this means that the infamous monster only appears once you have achieved this rank by fighting in the Monster Arena. In fact, some monsters don't even appear until you have successfully completed the game!

10. MP: This tells you how many magic points the monster has.

11. Attributes: The Attack, Defence and Agility attributes indicate the monster's strengths and weaknesses.

12. HP in Team: This indicates how much HP a monster has when summoned in a battle using the Call Team command or when it is fighting in the Monster Arena as part of a team. Details can be found on pages 202-207.

13. Turns: This determines the time your monster team spends engaged in combat. You will find further details in the Secrets chapter, starting on page 203.

14. Monster Teams: When certain monsters join together to form a team, they may acquire a special skill or a "team bonus", which boosts specific attributes. You can read more on this subject under "Monster Arena" in the Secrets chapter, starting on page 202.

15. Info: This provides a wealth of useful information about the monster and its abilities.

**ARCHER
SHARPSHOOTER**

HP as Enemy	96-210	Gold	17
EXP	46	Monster Coin	Copper
Location/Conditions Kingdom of Ascantha			
HP	15-32	ATK	58-154
HP in Team	88-193	DEF	50-190
Monster Teams	Not Quite Human, The Angry Archers	ATK	30-231

Info Inflicts multiple damage using the Multishot and can induce the Asleep status change in the enemy. If Archer is used despite his minimal attributes, he should belong to a team that can use Hawking Arrow.

Humanoid

**ARGES
BIG BLUE BULLY**

HP as Enemy	939-1063	Gold	66
EXP	346	Monster Coin	Silver
Location/Conditions Unmonitored Groves			
HP	0	ATK	238-255
HP in Team	671-780	DEF	112-124
Monster Teams	Club Club, Far From Heaven	ATK	94-159

Info His only special technique is scoring critical hits, but this monster is still very useful owing to his high attack power. He is indeed faster than the dromonds, but his Attack and Defence attributes are lower.

Demon

**BISHOP
WIGHT HIGHPRIEST**

HP as Enemy	303-1058	Gold	103
EXP	456	Monster Coin	Silver
Location/Conditions Page 217			
HP	128-210	ATK	143-193
HP in Team	426-613	DEF	213-277
Monster Teams	The Zombobops	ATK	158-246

Info Bishop is useful for attack and support. Thanks to his relatively high Agility he attacks early on using Kaboom or Kathizze. Can use Kazing to resurrect fallen comrades.

Zombie

**BLIZAG JB.
COLD FIRE**

HP as Enemy	258-288	Gold	63
EXP	224	Monster Coin	Copper
Location/Conditions Blizzard Peak			
HP	12-16	ATK	118-190
HP in Team	199-223	DEF	82-155
Monster Teams	Demented Elements	ATK	93-134

Info Totally resistant to Crack or Ice attacks, and weak against Fizzgle or fire attacks. Sometimes uses Twizack. The success rate of this attack is fairly high (apart from in the Monster Arena). Bear this in mind when in combat with Blizag JB.

Elemental

**BRICKMAN
BRICKLAYER**

HP as Enemy	286-817	Gold	55
EXP	275	Monster Coin	Silver
Location/Conditions Maella region			
HP	0	ATK	132-297
HP in Team	260-743	DEF	89-302
Monster Teams	Materialistic, My Three Golems	ATK	37-165

Info One of the most powerful monsters you'll meet before you acquire the glib. A team made up of Brickman, Goldman and Stoveman turns the monsters into Mafin. This technique is very useful towards the end of the game.

Material

**ARCHFIED
ARCH-ARCHDEMON**

HP as Enemy	1296	Gold	31
EXP	466	Monster Coin	Gold
Location/Conditions Unmonitored Groves			
HP	38-74	ATK	304-335
HP in Team	926	DEF	132-168
Monster Teams	...	ATK	102-190

Info Archfiend inflicts heavy damage on all enemies using Kaboom. He also protects the party using Insults. A very good monster.

Demon

**BIG AL
AL GEE**

HP as Enemy	271-391	Gold	33
EXP	151	Monster Coin	Copper
Location/Conditions East Argonia			
HP	16-22	ATK	126-203
HP in Team	226-327	DEF	89-113
Monster Teams	The Aqua Marines, The Psycho Wards	ATK	72-183

Info His song stops the enemy for a turn, but only affects one enemy in the Monster Arena, so it's not much use. Big Al can restore HP using Midheat. Due to his meagre Defence level you should put this monster in third place.

Aquatic

**BLADEWOLF
LOOPY LUPUS**

HP as Enemy	573-701	Gold	43
EXP	216	Monster Coin	Silver
Location/Conditions Island to the southwest, Rank D			
HP	0	ATK	208-278
HP in Team	441-541	DEF	101-238
Monster Teams	Just Beastly	ATK	90-168

Info His attacks inflict heavy damage. However, his Defence is lacking to such an extent that he can rapidly lose all his HP. It is therefore important that the other team monsters compensate for his shortcomings.

Beast

**BONES
OLD SOLDIER**

HP as Enemy	325	Gold	26
EXP	173	Monster Coin	Copper
Location/Conditions Northwest Isle			
HP	10-29	ATK	148-187
HP in Team	271	DEF	81-208
Monster Teams	The Blade Runners, The Zombobos	ATK	90-217

Info Reduces the enemy's Defence using Kasap so he is very useful in a team with powerful monsters. As his HP does not increase, he is not suitable against enemies with high Attack attributes.

Zombie

**BRONTES
GIGANTES GUARDSMAN**

HP as Enemy	993-1122	Gold	75
EXP	381	Monster Coin	Gold
Location/Conditions Isolated Plateau, daytime only			
HP	0	ATK	274-382
HP in Team	764-854	DEF	141-166
Monster Teams	Club Club, Far From Heaven, Two Eyes	ATK	88-99

Info Brontes has a very high Attack attribute. His critical hits inflict severe damage, so he is well suited for the Monster Arena. You can also include Brontes in a team to increase strike power during normal combat.

Demon

**BUSH-W.
THE BUSHWHACKER**

Humanoid



HP as Enemy	788-855	Gold	83
EXP	326	Monster Coin	Silver
Location/Conditions Island west of the Lakeside Cabin			

HP 0	ATK 189-232	DEF 128-176	AGL 100-240
HP in Team	563-611	Team	0.9
Monster Teams Not Quite Human, The Hackers			

Info Bushwhacker's Island can only be reached in the later stages of the game, by which time he is no longer one of the most powerful monsters. Typhonius' "Maul" is possible with other "one monsters" in the team

**CLIO
COLOSSAL CLIONE**

Aquatic



HP as Enemy	157-338	Gold	40
EXP	120	Monster Coin	Silver
Location/Conditions Island west of the Isolated Plateau			

HP 48-89	ATK 36-50	DEF 83-151	AGL 163-233
HP in Team	131-181	Team	0.6
Monster Teams The Aqua Marines			

Info A healing expert who, thanks to his high Agility, is quick to use Multiheal and Zing. Clio has a high resistance to spells and often dodges attacks. This generally makes up for minimal Defence and HP values

**CUBER
ANGEL OF CURING**

Slime



HP as Enemy	479-498	Gold	72
EXP	309	Monster Coin	Silver
Location/Conditions Arcadia region (two possible places), Rank F			

HP 32-47	ATK 76-95	DEF 128-188	AGL 93-229
HP in Team	369-384	Team	1.2
Monster Teams Slime Power, Slime Therapy, The King and Us, Trauma Centre, Wizards o' Z			

Info Cuber is an extremely important monster, as he can restore the HP of all team members and characters (!) using Multiheal and has even mastered Futheal! He can also deploy Zinglinger with Healer or Metalblaster in the team

**DEADNOBLE
OCCULT RIDER**

Zombie



HP as Enemy	543-635	Gold	89
EXP	224	Monster Coin	Copper
Location/Conditions Dark Ruins Island, Rank D			

HP 0	ATK 158-260	DEF 116-280	AGL 68-207
HP in Team	418-490	Team	0.9
Monster Teams The Javelins, The Nightriders, The Zombobops			

Info Deadnoble sometimes uses an attack which can inflict around 65 points of damage, regardless of the enemy's Defence. However, he is ineffective against metal monsters such as metal slimes. He can be useful up to Rank C in the Monster Arena

**DOUG
MOLE MAJOR**

Beast



HP as Enemy	231-284	Gold	32
EXP	106	Monster Coin	Copper
Location/Conditions Land of the Moles			

HP 0	ATK 101-119	DEF 103-130	AGL 79-102
HP in Team	210-259	Team	0.7
Monster Teams Just Beastly			

Info Doug is an average monster with an average performance. His attack power is only notable once he has psyched himself up three times

**CAPERS
FANTOM OF CHOPERA**

Zombie



HP as Enemy	337-796	Gold	39
EXP	219	Monster Coin	Gold
Location/Conditions Kingdom of Ascartha, night-time only, Rank F			

HP 0	ATK 196-303	DEF 83-205	AGL 90-227
HP in Team	281-665	Team	1
Monster Teams Team Goodnight, The Blade Runners, The Zombobops			

Info A good monster in the early stages (once you reach Rank F). A high Attack level and reasonable HP makes Capers a worthy ally when you reach Rank E or Rank D

**COWBOY
BUFFALO BILL**

Beast



HP as Enemy	181-784	Gold	21
EXP	42	Monster Coin	Copper
Location/Conditions Alejandro's region			

HP 0	ATK 61-196	DEF 21-124	AGL 20-195
HP in Team	181-784	Team	0.8
Monster Teams Just Beastly			

Info Attack and HP are relatively high, good enough for Rank F. He sometimes induces the Asleep status change in his enemies. Cowboy is weak against magic attacks

**CYBOT
ATTACK BOT MK II**

Machine



HP as Enemy	682-825	Gold	121
EXP	336	Monster Coin	Silver
Location/Conditions Blizzard Peaks, daytime only, Rank D			

HP 0	ATK 210-303	DEF 175-275	AGL 125-225
HP in Team	525-635	Team	1.2
Monster Teams Clark and Spank, The Blade Runners, Triple Trouble			

Info Cybot is basically an improved version of Roborg. He uses the same techniques and also has higher HP and Attack stats. A good monster to deploy in the Monster Arena, Rank B

**DOLDRUMS
PUPPET PUGILIST**

Humanoid



HP as Enemy	169-308	Gold	56
EXP	173	Monster Coin	Copper
Location/Conditions Isolated Plateau			

HP 0	ATK 109-178	DEF 132-212	AGL 105-244
HP in Team	130-239	Team	1
Monster Teams Not Quite Human, Valentine's Day			

Info Reduces the enemy's hit chance using Dazir, and his special technique stops them for 1 turn. Doldrums can use Multihear if his MP exceeds 10 and if the Hero has reached a high level

**DUMBKING
KING OF DUMBIRA**

Humanoid



HP as Enemy	483-742	Gold	71
EXP	206	Monster Coin	Copper
Location/Conditions East Argona			

HP 0	ATK 168-216	DEF 86-193	AGL 81-125
HP in Team	403-620	Team	0.9
Monster Teams Not Quite Human, The Blade Runners			

Info Dumbking is powerful and his attacks can become critical hits. He is also a good attacker who can enhance his strike power using Oomph

FAT CAT
DEATH TABBY

HP as Enemy	116-215	Gold	38
EXP	109	Monster Coin	Copper
Location/Conditions Cape west of Pitham			
HP	6-25	ATK	83-162
HP in Team	97-182	DEF	86-112
Monster Teams	Just Beastly	AGL	61-146

Info

Not a good infiltrous monster. Washes its face, plays around a little and doesn't take an active part in combat. Perhaps its cuteness makes it useful?

Beast

FLAMEMAN
LIVING FLAME

HP as Enemy	247-372	Gold	44
EXP	164	Monster Coin	Copper
Location/Conditions Desert			
HP	0	ATK	169-252
HP in Team	206-313	DEF	78-179
Monster Teams	Demented Elements	AGL	78-209

Info

Flammen is Blago Jr.'s counterpart - immune to Fritz spells and fire, but weak against ice. A team of Elemental monsters can protect themselves using the special technique Elemental Storm

Elemental

FOUL FOWL
RAGING BOOSTER

HP as Enemy	457	Gold	33
EXP	181	Monster Coin	Copper
Location/Conditions Baccarat region, daytime only			
HP	0	ATK	143
HP in Team	381	DEF	116
Monster Teams	The Avian Attackers, The Blade Runners	AGL	64-115

Info

Foul Fowl's attributes are pretty decent to start with, but they don't increase (apart from Agility). He is only useful in a team with other monsters who use swords, thus making the special technique Triple Swords possible

Bird

GOLDMAN
GOLDBICKER

HP as Enemy	343-523	Gold	239
EXP	121	Monster Coin	Gold
Location/Conditions Isle of Neos, daytime only			
HP	0	ATK	166-296
HP in Team	286-438	DEF	131-234
Monster Teams	Materialistic, My Three Golems, The Treasure Hunters	AGL	50-103

Info

One of the three monsters required to form Mainz. Goldman has comparatively low attributes, but good resistance to status changes. A team that includes Jewelgab makes the special technique Gold as Gold possible

Material

GRYPHUS
GRYPHON GENERAL

HP as Enemy	1106-1615	Gold	59
EXP	526	Monster Coin	Gold
Location/Conditions Page 217			
HP	0	ATK	334-549
HP in Team	876-981	DEF	136-168
Monster Teams	The Avian Attackers	AGL	99-129

Info

Grypus has a relatively high Attack. He increases Defence using Kabuff and his blazing fire attack inflicts heavy damage

Bird

FAUNUS
THE FERTILISER

HP as Enemy	302-394	Gold	66
EXP	136	Monster Coin	Copper
Location/Conditions Baccarat region			
HP	0	ATK	116-142
HP in Team	252-329	DEF	99-182
Monster Teams	Not Quite Human, The Fatal Attraction	AGL	76-124

Info

He must summons a flock of sheep. The attack works regardless of the enemy's Defence. He can also induce the Asleep status change in all enemies. That's why, with a bit of luck, he can also strike more powerful enemies

Humanoid

FLETCH
SHORTSHOOTER

HP as Enemy	56-363	Gold	8
EXP	36	Monster Coin	Copper
Location/Conditions Farebury region, daytime only			
HP	10-20	ATK	35-188
HP in Team	56-363	DEF	18-219
Monster Teams	Not Quite Human, The Angry Archers	AGL	16-217

Info

Fletch is weak, but can restore his HP using Heal and increase his Defence using Buff and Kabuff. He should be in third place in a team to limit the number of attacks on him

Humanoid

FRILLSAUR
JUMBO DILOPHOSAUR

HP as Enemy	745-1637	Gold	71
EXP	471	Monster Coin	Gold
Location/Conditions Page 217			
HP	0	ATK	283-342
HP in Team	813-927	DEF	161-244
Monster Teams	The Drag Racers	AGL	98-108

Info

Frillsaur has high Attack and HP levels and inflicts consistently heavy damage on his enemies in battle

Dragon

GRACKY

HP as Enemy	-	Gold	-
EXP	-	Monster Coin	-
Location/Conditions -			
HP	254	ATK	502
HP in Team	907	DEF	318
Monster Teams	-	AGL	132

Info

The result of merging the three drakkles. Sleepy, Sturdy and Sugi. Similar to Ultron, has high attributes and attacks twice per turn, but cannot heal. Sometimes inflicts very heavy damage using Big Bang

Bird

HACKZILLA
THE AXORAPTOR

HP as Enemy	145-897	Gold	31
EXP	103	Monster Coin	Silver
Location/Conditions Farebury region			
HP	0	ATK	53-336
HP in Team	145-897	DEF	19-239
Monster Teams	The Drag Racers, The Hackers	AGL	18-143

Info

Once you defeat Hackzilla, he proves his worth as a team member. Even at a high level, his attributes are still considerable. He can use a flame attack and has a relatively high resistance to fire or Frizzile attacks

Dragon

HAZEL
FEMME FATALE

HP as Enemy	268-296	Gold	68
EXP	188	Monster Coin	Copper

Location/Conditions Pickham region, Rank F

MP	47-64	ATK	65-71	DEF	102-120	AGL	104-132
HP in Team	268-296	Turns	0.9				

Monster Teams Far From Heaven, The Psyche Wards, The Fatal Attraction

Info Hazel can attack twice or increase tension by two levels using one action. Hazel inflicts minimal damage with normal attacks, but Swoosh is very useful when psyched up. Tension Boost is possible in a team that includes Jewelbag.

Demon

HEALER
FAMILY DOCTOR

HP as Enemy	48-245	Gold	26
EXP	44	Monster Coin	Copper

Location/Conditions Alexandria region

MP	12-95	ATK	27-152	DEF	26-248	AGL	20-242
HP in Team	48-245	Turns	1.3				

Monster Teams Slime Power, Slime Therapy, The King and Us, Trauma Centre, Wards o' Z

Info As the name suggests, Healer knows Heal and Midheal. His HP is minimal, but he often dodges attacks. A team with Curer and Metabite makes the special technique 2-ingstinger possible.

Slime

MONSTERS

HEV
HEAVY METAL

HP as Enemy	20	Gold	165
EXP	543	Monster Coin	Gold

Location/Conditions Pickham region, Rank F

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MP	128	ATK	166	DEF	999	AGL	255
HP in Team	10	Turns	1.5				

Monster Teams Full Metal Power, Mega Metal Maniacs, Slime Power, The King and Us, The Metal Mob

Info Hev is immune to spells. He sometimes uses Kainzile. An essential team member if you want to use the special technique Maxemaster.

Slime

BENAKA'S MONSTERS

BB-4U

HOB
SLIME CREATOR

HP as Enemy	598	Gold	103
EXP	261	Monster Coin	Gold

Location/Conditions West or East Argonia (two possible places)

MP	25	ATK	143-252	DEF	78-247	AGL	35-64
HP in Team	499	Turns	1.3				

Monster Teams Slime Power, The Legends

Info Hob has abundant HP and uses Multiheal to restore team members' and characters' HP but can only do so twice, owing to his limited amount of MP. Not the best healing monster, but compensates for this with the strength of his attack.

Slime

Zombie

JACK FROST
BIG BLIZZARD

HP as Enemy	417-465	Gold	109
EXP	328	Monster Coin	Copper

Location/Conditions Blizzard Peaks (two possible places), Rank D

MP	10-20	ATK	168-219	DEF	103-151	AGL	106-137
HP in Team	321-358	Turns	0.9				

Monster Teams Demented Elements

Info In contrast to Blizzag Jr., Jack Frost seldom uses Thwack, but he often inflicts heavy damage on enemies using Cold Blizzard. His high HP enables him to withstand Slime attacks.

Elemental

Material

JOCKEY
BONE RACER

HP as Enemy	416-466	Gold	108
EXP	169	Monster Coin	Copper

Location/Conditions Desert, Rank D

MP	0	ATK	149-201	DEF	162-244	AGL	126-248
HP in Team	320-359	Turns	1.1				

Monster Teams Far From Heaven, The Blade Runners, The Nightbirds

Info Sometimes performs two attacks in a turn and can inflict heavy damage. Can stop an enemy for a turn. In a team with other demons, the team bonus will really pay off (outside of the Monster Area).

Demon

Beast

KLUB KONG
ABOMINABLE APE

HP as Enemy	194-417	Gold	22
EXP	128	Monster Coin	Copper

Location/Conditions Sacaral region

MP	0	ATK	109-267	DEF	53-211	AGL	81-150
HP in Team	162-349	Turns	0.9				

Monster Teams Club Club, Just Beastly

Info His critical hit leaves a lasting impression, but many of his attacks miss their mark. When the Hero is at a high level, Klub Kong is powerful, but is basically useless against spells.

LONELY JOE HOLLOW KNIGHT



HP as Enemy	75-266	Gold	34
EXP	56	Monster Coin	Copper
Location/Conditions			Maelia region
HP	0	ATK	71-328
DEF	37-262	HP	29-153
HP in Team	75-266	Turns	0.9
Monster Teams	Materialistic, The Blade Runners		

Info Lonely Joe is one of the first team monsters. In view of his meagre HP the team should also include a healing monster to support him. His strike can sometimes become a critical hit.

Material

MAZIN



HP as Enemy	-	Gold	-
EXP	-	Monster Coin	-
Location/Conditions			-
HP	0	ATK	777
DEF	364	HP	76
HP in Team	999	Turns	3
Monster Teams	-		

Info The result of merging the three golem monsters Brudman, Stoneman and Goldman. Very high Attack and Defense values. Mazin alone is enough to dominate the Monster Arena. Mazin also cuts quite a figure outside the arena!

Material

MCHAMMER MULLET MALLET



HP as Enemy	91-196	Gold	29
EXP	53	Monster Coin	Copper
Location/Conditions			Maelia region
HP	0	ATK	65-163
DEF	36-113	HP	34-82
HP in Team	83-179	Turns	0.7
Monster Teams	Not Quite Human		

Info He sometimes inflicts critical hits, but he spends a great deal of time increasing his tension. Although he can increase the value from zero to 100 in a flash, he is not a particularly useful monster.

Humanoid

MECHABUBO AUTOMATON AVIATOR



HP as Enemy	40-167	Gold	14
EXP	36	Monster Coin	Copper
Location/Conditions			Fairybury region, day/night only
HP	16	ATK	45-136
DEF	23-214	HP	10-173
HP in Team	40-167	Turns	0.6
Monster Teams	Clark and Spank		

Info In the wild he tries to stop off when he sees you approaching. Mechabubo is relatively weak, but necessary for the special technique Metal Panic.

Machine

METABBLE METAL BABBLE



HP as Enemy	12	Gold	18
EXP	1010	Monster Coin	Gold
Location/Conditions			Island west of Maelia Abbey or three other places, Rank B
HP	96	ATK	65-205
DEF	715-985	HP	25-204
HP in Team	6	Turns	1.3
Monster Teams	Mega Metal Mammals, Metal Power, Slime Power, The Metal Mob, Wizard o' Z		

Info Metabubble is immune to spells. Normal attacks only cost him 1 HP. He can attack twice per turn or use the powerful Kazooie spell. The team's HP is increased when he's in a team with other slime monsters.

slime

METALY QUICK SILVER



HP as Enemy	6	Gold	5
EXP	135	Monster Coin	Gold
Location/Conditions			Alexandria region (four possible places), Rank F
HP	64	ATK	36-129
DEF	495-970	HP	65-122
HP in Team	3	Turns	1.2
Monster Teams	(Froff) Metal Power, Slime Power, Slime Time, The Metal Mob, Trauma Centre		

Info In the wild, Metaly runs away at lightning speed when he sees you, riding a swift animal could help you get nearer! His low HP is boosted by a bonus when in a team with other slimes.

slime

MOPPET PUNCHIN' JUDY



HP as Enemy	126-279	Gold	31
EXP	116	Monster Coin	Copper
Location/Conditions			Kingdom of Trodian
HP	25-34	ATK	76-191
DEF	70-170	HP	53-163
HP in Team	115-254	Turns	1.1
Monster Teams	Not Quite Human, Valentine's Day		

Info Moppet mainly tries to induce status changes in opponents. For example, he can make the enemy miss a turn, but also increases enemy tension.

Humanoid

MORNSTAR HEADLESS FLAILSMAN



HP as Enemy	565-1321	Gold	93
EXP	362	Monster Coin	Gold
Location/Conditions			Page 217
HP	26-81	ATK	326
DEF	240-271	HP	22-206
HP in Team	642-917	Turns	1.2
Monster Teams	The Zombobites		

Info Mornstar is the most powerful zombie monster with some impressive attributes. He uses Oomph to double his attack power after increasing tension.

Zombie

NIGHTWING THE NIGHTSTALKER



HP as Enemy	325-573	Gold	89
EXP	166	Monster Coin	Copper
Location/Conditions			Island east of the Isolated Plateau, night-time only
HP	0	ATK	90-191
DEF	81-167	HP	55-85
HP in Team	271-512	Turns	0.8
Monster Teams	Far From Heaven, Team Goodnight		

Info Likes inducing the Asleep status change in his enemies. He can reduce the Defense of all enemies to zero using the special technique Drift, but unfortunately also lowers his own Defense in the process.

Demon

NOHI KILLER DIRECTOR



HP as Enemy	882-1050	Gold	118
EXP	496	Monster Coin	Gold
Location/Conditions			island by the Lakeside Cabin or Desert (only reachable by air), night-time only, Rank B
HP	0	ATK	225-265
DEF	200-280	HP	25-225
HP in Team	630-750	Turns	1.3
Monster Teams	Clark and Spank, The Blade Runners, The Legends, Triple Trouble		

Info Nohi has very high attributes. He eschews normal attacks in favour of special techniques that can target all enemies, such as the laser attack. The special technique Steam Killer Attack can be deployed in a team with Plotlong and Cybot.

Machine

**OCTURION
OCTAVIUS MAXIMUS**

Aquatic



HP as Enemy	795-854	Gold	63
EXP	289	Monster Coin	Silver
Location/Conditions			East Aragon, Rank 8
HP	38-67	ATK	177-239
		DEF	155-196
		AGI	131-202
HP in Team	568-611	Turns	1.2
Monster Teams	-	The Aquatic Marines, The Javelinas	

Info Octurius is extremely resistant to status changes. He can fully restore HP using Fufuleal, and resurrect monsters using Zing. He is one of the best healers and therefore a great team, not just in the Monster Arena.

**ORRID
OCHRE OGRE**

Beast



HP as Enemy	926-953	Gold	103
EXP	261	Monster Coin	Silver
Location/Conditions			Isolated Plateau, Rank 7
HP	0	ATK	244-249
		DEF	138-150
		AGI	104-114
HP in Team	613-634	Turns	1.1
Monster Teams	-	Just Beastly, The Dynamic Duo	

Info Can use critical hit or increase tension by two levels in one go. A team comprising Ornid and Spike can use the special technique Sapper Slapper or attack an enemy four times in one turn.

**POTBELLY
POTTY DRAGON**

Dragon



HP as Enemy	452-739	Gold	53
EXP	374	Monster Coin	Silver
Location/Conditions			Kingdom of Trodian
HP	0	ATK	158-241
		DEF	95-186
		AGI	58-181
HP in Team	452-739	Turns	1
Monster Teams	-	The Drag Racers	

Info Once you defeat Potbelly in combat, you should include him in your team. His strength and high HP make him a key figure in the Monster Arena, at least up to Rank D.

**ROBSTER
LITTLE NIPPER**

Aquatic



HP as Enemy	111-231	Gold	27
EXP	64	Monster Coin	Copper
Location/Conditions			Pictham region
HP	16-31	ATK	54-188
		DEF	54-263
		AGI	45-195
HP in Team	101-213	Turns	0.7
Monster Teams	-	The Aquatic Mammals	

Info The only team monster who can absorb an enemy's MP using Drain Magic. This monster can also attack twice in one turn. However, he's not very effective against powerful enemies, as he has only minimal HP.

**SALSA
PELVIC THRUSTER**

Demon



HP as Enemy	296-361	Gold	49
EXP	116	Monster Coin	Copper
Location/Conditions			Pictham region
HP	0	ATK	178-232
		DEF	91-180
		AGI	45-170
HP in Team	266-330	Turns	1
Monster Teams	-	Far From Heaven	

Info His attacks can inflict heavy damage on all enemies. He also frequently tries to stop his enemies for one turn or reduce their tension. Salsa is really useful before you acquire the ship.

**ORCUS
WILD SPEARMAN**

Beast



HP as Enemy	385-499	Gold	40
EXP	151	Monster Coin	Copper
Location/Conditions			Baccarat region

HP	24-31	ATK	158-250
EXP	321-417	Turns	1.1
Monster Teams	-	Just Beastly, The Javelinas	

Info Orcus has above-average Attack and Defence attributes, and can also resurrect using Zing. You can reach him quickly when you put to sea in the ship from the Riverside Chapel.

MONSTERS

INIMICOS MONSTROS

INIMICOS

**PA TROLL
TROLL PATROLLER**

Demon



HP as Enemy	1400	Gold	79
EXP	466	Monster Coin	Gold
Location/Conditions			Northwest Isle (only reachable from the air)

HP	0	ATK	321-348
EXP	999	Turns	1
Monster Teams	-	Club Club, Far From Heaven	

Info Pa Troll has a huge amount of HP and a powerful attack. Many attacks miss their mark, but his critical hit is overwhelming. His weakness is his low Defence. His team should include healing or support monsters.

INIMICOS

**ROBORG
ROBOSTER MK 1**

Machine



HP as Enemy	549-760	Gold	35
EXP	351	Monster Coin	Silver
Location/Conditions			Blizzard Peaks

HP	0	ATK	173-222
EXP	423-586	Turns	1
Monster Teams	-	Clank and Spark, The Blade Runners, Triple Trouble	

Info This machine is handy in any situation due to its high Attack and Defence attributes. Robborg can execute two actions per turn, including such powerful attacks as Kacrapkle Clash or a laser attack against all enemies.

INIMICOS

**SAGITTARI
POISONOUS SNIPER**

Humanoid



HP as Enemy	309-459	Gold	26
EXP	83	Monster Coin	Copper
Location/Conditions			Arctide region

HP	32	ATK	160-170
EXP	238-353	Turns	0.8
Monster Teams	-	Not Quite Human, The Angry Archers	

Info Sagittari fires multiple poisoned arrows in succession, can inflict damage on 1-4 enemies and induce the Poisoned status change.

INIMICOS

**SCORPIUS
SAND SLAYER**

Bug



HP as Enemy	74-129	Gold	16
EXP	100	Monster Coin	Copper
Location/Conditions			Pictham region, daytime only

HP	5-17	ATK	104-160
EXP	67-116	Turns	0.6
Monster Teams	-		

Info Scorpius can increase his already high Defence using the Kabuff spell, so he is well protected against normal attacks. However, he is weak against spells or ice attacks, which can overpower his defences.

INIMICOS

SEASAW TERROR TALONS



HP as Enemy	379-479	Gold	80
EXP	227	Monster Coin	Copper
Location/Conditions			Stand to the northeast, Rank F
HP	21-29	ATK	168-242
DEF	162-205	AGL	105-135
HP in Team	316-399	Turns	1.1
Monster Teams	Not Quite Human		

Info A great fighter, but one who is weak against attack spells. He can kill his enemy immediately using Whack, a tactic which rarely pays off in the Monster Arena

Humanoid

SIPPY PAIN IN THE NECK



HP as Enemy	48-231	Gold	3
EXP	30	Monster Coin	Copper
Location/Conditions			Fairbary region, night-time only
HP	0	ATK	48-213
DEF	25-201	AGL	21-179
HP in Team	48-231	Turns	0.7
Monster Teams	The Avian Attackers, The Drack Pack		

Info Sippy frequently dodges attacks. His own attacks are relatively weak, but he turns into Gracky with other drackies in the team

SKELEDOID MAN-AT-ARMS



HP as Enemy	788-1000	Gold	99
EXP	373	Monster Coin	Gold
Location/Conditions			Northwest Isle, Rank B
HP	0	ATK	310-345
DEF	238-268	AGL	168-265
HP in Team	563-715	Turns	1.1
Monster Teams	Club Club, The Blade Runners, The Hackers, The Zombobops		

Info Skeliod is one of the best overall fighters. He has a high Attack value, can attack twice per turn, and his strikes can send enemies to sleep. He is very useful in the Monster Arena

Zombie

SLIME SHADY GLOOBY GROUPIE



HP as Enemy	115-295	Gold	1
EXP	73	Monster Coin	Copper
Location/Conditions			Arcadia region
HP	0	ATK	89-188
DEF	100-179	AGL	86-113
HP in Team	89-228	Turns	0.6
Monster Teams	Slime Power, Slime Time, The Slime Squad		

Info Alone, Slime Shady is a truly underwhelming individual, even at a higher level. The main reason for including him in a team is that he can be merged into Utrius with Ton and Smiles

Slime

SLIMEHOPPER ONE KNIGHT STAND



HP as Enemy	41-485	Gold	15
EXP	28	Monster Coin	Copper
Location/Conditions			Fairbary region
HP	0	ATK	26-296
DEF	15-296	AGL	13-205
HP in Team	41-485	Turns	1
Monster Teams	Slime Power, The Blade Runners, The Fatal Attraction, The Nightriders		

Info Slimehopper is very weak at the start and is therefore best suited to a team which can use special techniques together or benefit from a team bonus. However, he could prove very handy towards the end of the game

slime

SLURPY ALL DAY SUCKER



HP as Enemy	93	Gold	23
EXP	138	Monster Coin	Copper
Location/Conditions			West Argonia
HP	0	ATK	99-245
DEF	130-206	AGL	128-240
HP in Team	78-231	Turns	0.7
Monster Teams	The Avian Attackers, The Drack Pack		

Info Slurpy has low HP but high Defence and Agility. He often dodges attacks, but proves himself to be weak against attack spells and is therefore only useful in certain circumstances

Bird

SMILES SLIMY SMILEY



HP as Enemy	39-197	Gold	1
EXP	40	Monster Coin	Copper
Location/Conditions			Kingdom of Trotan
HP	0	ATK	21-270
DEF	51-175	AGL	60-242
HP in Team	39-197	Turns	0.5
Monster Teams	Slime Power, Slime Time, The Slime Squad		

Info Smiles is a feisty monster when you first meet him, but once the Herp is at a high level you would hardly believe you were dealing with a mere slime. He can be merged into Utrius when he is in a team with Slime Shady and Ton

slime

SNAP CASE MAN-EATER CHEST



HP as Enemy	280-287	Gold	33
EXP	110	Monster Coin	Copper
Location/Conditions			Kingdom of Trotan
HP	21-27	ATK	123-279
DEF	64-120	AGL	60-133
HP in Team	260-287	Turns	0.7
Monster Teams	Materialistic		

Info Snap Case is relatively powerful and sometimes attacks twice in one turn. This cranky chest has mastered critical hits and can send his enemies to sleep. However, owing to his meagre Defence he should only ever occupy that place in the team

Material

SPIKE MUSCLE MOHAWKER



HP as Enemy	578-809	Gold	88
EXP	199	Monster Coin	Copper
Location/Conditions			Cape west of Pickham, Rank F
HP	35	ATK	147-219
DEF	126-144	AGL	103-122
HP in Team	382-575	Turns	1.1
Monster Teams	Just Beastly, The Dynamic Duo		

Info Not only is Spike fairly powerful, but he can also restore the HP of all his fellow monsters using Mithras. He is therefore a reliable team member. He makes up the Dynamic Duo when teamed with Ondi

Beast

SPOT GREATER SABRECAT



HP as Enemy	561-1120	Gold	104
EXP	780	Monster Coin	Gold
Location/Conditions			Page 217
HP	0	ATK	350-360
DEF	181-225	AGL	161-236
HP in Team	561-750	Turns	1.4
Monster Teams	Just Beastly		

Info Spot attacks much faster than all the other monsters. He also has a high Attack value and can inflict heavy damage with normal attacks. His critical hit can be lethal

SQUIGGLES SQUIGGLY SQUIGGLER



HP as Enemy	49-78	Gold	9
EXP	48	Monster Coin	Copper
Location/Conditions			Pickham region
HP	0	ATK	54-64
HP in Team	49-78	DEF	50-64
MP	57-116	AGL	
Monster Teams	Club Club, The Aqua Marines	Turns	0.6

Info Squiggle is principally renowned for being harmless, so he wastes his many traits by doing nothing and looking cute

Aquatic

STONEMAN STONEMASON



HP as Enemy	784-1134	Gold	63
EXP	388	Monster Coin	Silver
Location/Conditions			Northwest Isle (only malleable by air), Rank B
HP	0	ATK	275-308
HP in Team	560-810	DEF	255-305
MP	100-110	AGL	
Monster Teams	Materialistic, My Three Golems	Turns	0.7

Info Stone Man suffers from a low turn rate. Form a team using Erickman, Stoneman and Goldman so that you can merge them together and summon Mazin. This will make these monsters even more powerful!

Material

TALOS CRAZED COLOSSUS



HP as Enemy	1041	Gold	109
EXP	226	Monster Coin	Silver
Location/Conditions			Isle of Keys, Rank D
HP	0	ATK	315
HP in Team	801	DEF	243
MP	116	AGL	
Monster Teams	Materialistic	Turns	0.6

Info Talos is a very powerful opponent from the start, so defeating him will be a tricky job indeed. All his attributes remain unchanged, even when the Hero's level increases

Material

TOBI SLIME DESIGNER



HP as Enemy	99-243	Gold	1
EXP	54	Monster Coin	Gold
Location/Conditions			Isolated Plateau (two possible places), Rank D
HP	0	ATK	8-316
HP in Team	99-243	DEF	131-294
MP	93-212	AGL	
Monster Teams	Slime Power, Slime Time, The Legends, The Slime Squad	Turns	0.7

Info Tobi has an extremely low Attack value at the start, but is among the most powerful monsters at the higher levels. He sometimes attacks twice per turn. Anyone with three slimes in their team can reap the benefits of merging them

Slime

TWIGGY ROOT OF EVIL



HP as Enemy	240-275	Gold	39
EXP	78	Monster Coin	Copper
Location/Conditions			Maella region
HP	0	ATK	64-231
HP in Team	219-251	DEF	41-178
MP	38-94	AGL	
Monster Teams	-	Turns	0.8

Info Twiggy can use items to heal or even resurrect other monsters. This can be helpful initially, but this HP does not increase sufficiently to merit using him towards the end of the game.

Plant

STEROPES GIGANTES GANGSTER



HP as Enemy	1243-1343	Gold	103
EXP	398	Monster Coin	Silver
Location/Conditions			Island of the Medal Princess, Rank B
HP	0	ATK	278-329
HP in Team	888-959	DEF	149-200
MP	108-173	AGL	
Monster Teams	Club Club, The Aqua Marines	Turns	0.8

Info Steropes has very high HP. His Attack and Defence are even higher than those of Brotes AI in all, an extremely powerful monster that first appears once you have fought your way through Rank B in the arena

MONSTERS

Bird

SUGI SHADOW CONDUCTOR



HP as Enemy	142-372	Gold	68
EXP	345	Monster Coin	Gold
Location/Conditions			Isolated Plateau or Northwest Isle (only malleable by air), night-time only, Rank B
HP	0	ATK	63-216
HP in Team	102-267	DEF	163-210
MP	134-257	AGL	
Monster Teams	The Avian Attackers, The Drack Pack, The Legends	Turns	0.9

Info Sugi's HP is low, even when the Hero is at a higher level, so he is no match for more powerful enemies. But a team of three dracky monsters can merge

INDIGENOUS MONSTERS

SEA-ELF

TORCHMAN LIVING TORCH



HP as Enemy	436-467	Gold	123
EXP	365	Monster Coin	Copper
Location/Conditions			Desert (two possible places), Rank D
HP	0	ATK	180-221
HP in Team	336-361	DEF	105-156
MP	139-139	AGL	
Monster Teams	Demented Elements	Turns	0.9

Info This flame monster has higher parameters than Flameman early on. Torchman can inflict heavy damage on all enemies with his flame attacks

TRICK BAG BUNDLE OF JOY



HP as Enemy	226-279	Gold	32
EXP	92	Monster Coin	Copper
Location/Conditions			West Argonia
HP	10-16	ATK	63-95
HP in Team	189-234	DEF	104-179
MP	80-133	AGL	
Monster Teams	Happy Together, Materialistic, The Psycho Wards	Turns	0.8

Info Trick Bag tries to reduce his enemies to silence or to drain their MP. This can be useful against enemies who frequently use spells. His attributes are too low for the Monster Arena

Material

ULTRUS



HP as Enemy	-	Gold	-
EXP	-	Monster Coin	-
Location/Conditions			-
HP	254	ATK	525
HP in Team	946	DEF	302
MP	302	AGL	
Monster Teams	-	Turns	3

Info The result of merging the three slimes Smiles, Slime Shady and Tobi. Has high attributes and attacks twice per turn. When Ultrus uses Omnitheat the HP of all characters is fully restored

Slime

Walkthrough

5th Chapter

Walkthrough

This *Walkthrough* is your trusty companion in the adventure of the cursed king. It will guide you safely through all the many perils and pitfalls that they can expect to encounter along the way. Keep this guide by your side, safe in the knowledge that you will never be stuck wondering what to do next on your magical, mysterious journey through the world of *Dragon Quest*.

USING THE WALKTHROUGH

Walkthrough

These pages provide a brief overview of the various elements that you will find in the Walkthrough chapter. Great care has been taken not to give away any unnecessary plot details, to the point of not showing any pictures of the boss enemies! You will find the bosses names and pictures in the Secrets chapter, starting on page 215. It's entirely up to you if you want to peek ahead, but if you wish to remain "spoiler free" and avoid blowing any surprises, you should resist the urge to flick forward...

1 Maps

Every single item that you can expect to find will be depicted on detailed maps of the towns, regions and dungeons. An icon will indicate if the item can be found in a barrel or cupboard, etc. You can find a key to all the different icons on the back cover foldout. The numbering corresponds roughly to the order in which you find the items in the game if you follow the Walkthrough. A handy checklist will help you to keep track of the vast number of items that you can expect to find on your travels. Remember that you won't be able to open all the treasure chests immediately. Footnotes will indicate if you need a key.

2 Shops

The shop tables show which items are for sale, how much they cost and who you can equip them on. There is, however, one restriction to bear in mind: Jessica cannot use swords until she has learned the relevant trait (Knives skill: 30 points). If this restriction applies, her icon is "greyed out" in the table.

3 Walkthrough

The text will tell you what you must do in order to drive the plot forward: where to go, who to talk to, which objects you need, and so on.

Items that you find are highlighted red in the text. To ease your entry into the game, all items will initially be mentioned in the

text, as well as being outlined on the maps. As you get more experienced and make good progress through the game, there will be less mention of items in the text, but they will all still be marked on the maps. Brown text denotes things that you could do, but which are not strictly necessary in order to finish the game.

Optional side-quests are covered elsewhere in the guide, but to ensure that you don't miss anything, references to certain pages **1 Page 198** indicate where these "secrets" will be revealed.

4 Images from the game

Hundreds of screenshots are included to illustrate the game action. The numbers under the images refer to the relevant passages in the text and vice versa. The numbering in each new section always starts at "01".

5 Monsters

All the monsters that dwell in an area or dungeon are listed numerically according to the Defeated Monster List in the game. You can see the most important information on a monster at a glance – its HP. You can find detailed facts about all of the wild and wonderful creatures that you can expect to meet and greet on your adventure in the Monsters chapter, starting on page 68.

Some monsters are only at large during the day , while others only come out at night . Footnotes will indicate if the monsters only appear in a certain region or under cover of trees (e.g., "in the forest").

6 Infamous monsters

The "visible" monsters (see page 19) have two different names: their fighting names and their team names. The latter are used in the Walkthrough, so that you can easily find details on the monsters (starting on page 91).   show if a particular monster only appears at certain times of the day. Footnotes will indicate any special conditions you should know about.

7 Boss info
Here, you will learn everything you need to know about the boss monsters, including tried and tested battle strategies and tips on dangerous attacks, as well as all relevant stats presented in an easy-to-view box (you can find details about the box on page 69).



STARTING YOUR ADVENTURE

Once Munchie the mouse has hopped into the Hero's pocket at the end of the intro sequence, the adventure begins. Move around the glade to familiarise yourself with the game controls, then go over and speak to Yanguis (Fig. 1). The party is ambushed shortly after by three slimes. Defeat the monsters with a flurry of attacks and then proceed to Farebury.

If you have any questions about getting started, see the How to Play chapter, where you will find detailed information about the options (page 15 onwards), game controls (page 7 onwards), combat (page 16 onwards) and other gameplay basics.



23

FAREBURY

Farebury



ITEMS

No. Item

1	Medicinal herb	
2	Antidotal herb	
3	Cypress stick	
4	Holy water	
5	Plain clothes	
6	Chimaera wing	
7	4 gold coins	
8	3 gold coins	
9	5 gold coins	
10	Antidotal herb	
11	Medicinal herb	
12	4 gold coins	
13	Medicinal herb	
14	7 gold coins	
15	Leather shield	
16	8 gold coins	
17	Plain clothes	
18	10 gold coins	
19	Antidotal herb	
20	20 gold coins	
21	Medicinal herb	
22	2 gold coins	
23	Medicinal herb	
24	Pot lid	
25	Mini medal *	
26	Seed of defence	
27	Dagger*	
28	Cypress stick *	

*You can't open the locked treasure chests at the start of the game.

WEAPON SHOP

Item	Price	Equip On
Cypress stick	10	
Oaken club	110	
Giant mallet	240	
Cooper sword	270	
Boomerang	420	

ARMOUR SHOP

Item	Price	Equip On
Bandit's grass skirt	35	
Wayfarer's clothes	70	
Leather armour	180	
Leather shield	70	
Leather hat	65	

ITEM SHOP

Item	Price	Equip On
Medicinal herb	8	
Antidotal herb	10	
Chimaera wing	25	
Plain clothes	30	

INN

Price: 3 gold coins (per person)



WHERE IS MASTER RYLU?

Trode gives you the job of finding a man called Master Rylus. (How you answer the not-so-jolly green monarch is irrelevant, as the result will be the same.) Get your manhunt started by talking to the townsfolk. You'll find several interesting characters in the local pub, a hospitable place located in upper Farebury. Press **□** to open the town map and pinpoint your position. You will see the pub marked by a beer mug icon. The entrance is on the east (right) side. Your current position is marked with a flashing red arrow (or with a star if you are inside a building).

Enter the pub. At the bar, you witness a conversation between Kalderasha the fortuneteller and the barman (Fig. 1). When they have finished, talk to Kalderasha.

You may want to find out what all the commotion is about, but there is no particular rush to do so. The quickest way to reach the scene of disturbance, via the central flight of steps, is barred by a well-meaning villager (Fig. 2), so head down one of the smaller

flights of steps (to the northwest or southwest). A cutscene kicks in as you approach the courtyard in front of the south town gate. It ends with your party leaving town, somewhat unceremoniously! Press **⊗** to advance through the pages of text. (Again, your reply to Trode's question will not affect the outcome.)

You automatically return to the town shortly afterwards with another objective: you must visit Kalderasha's daughter, Valentina, at her house. The entrance is in the upper part of town, next to the well. When you talk to her, she asks you to fetch a crystal ball from the cave behind the large waterfall to the south of town. You agree and return to Trode, who is waiting behind the wooden gate to the northwest. You then automatically spend the night at the inn, free of charge for once! Next morning you have to go to the waterfall cave. Before embarking on your journey, however, be sure to visit the local church, and explore the town in search of various items. We suggest you start at the inn.



01



02

CHURCHES

When you want to save your game, enter a church (Fig. 3) and talk to the presiding priest or nun. When prompted, select the Confession (Save) option. Note: After dark in Farebury you should talk to the sister on night duty if you want to save.

You should also seek out a priest or nun if one of the characters is poisoned, cursed or killed, or if you want to know how many experience points you need to progress to the next level. The various church amenities are described in detail on page 9.



03

Tip

Merchants

Most towns and villages have merchants dealing in weapons, armour and items. The goods are generally useful, but can be expensive. Before deciding whether you need something or not, take a preliminary tour of the town and bag everything that isn't nailed down. In Farebury, you should definitely treat yourself to a boomerang: not exactly a bargain at 420 gold coins, but worth its weight in small change, as it hits every enemy you attack. The following pages will tell you how to acquire the necessary funds to purchase this desirable weapon.

EXPLORING THE TOWN

Before leaving Farebury, you should collect any useful items that you find lying around. Open all cupboards and treasure chests, smash all pots and barrels, and rummage in every sack. Don't think of it as stealing, more like "borrowing". Permanently. Besides, it would be impolite to refuse the generosity of the good townsfolk who are happy for you to take their stuff. If you don't believe us, just talk to the maid on the top floor of the Farebury inn. Oh, and while you're there...

You will find one medicinal and one antidotal herb in each of the sacks on the wall. The wardrobes contain a cypress stick, holy water and plain clothes. You will find a chimera wing in the treasure chest. Go outside and run round the building. There are two barrels by the side of the building next to the ruins of Master Rylus's house, one of which contains 4 gold coins. Go back into the inn via the rear entrance on the other side. Check the bag on the wall and take out 3 gold coins in full view of the owner. Go outside and enter the house opposite. Here you will find 5 gold coins in a barrel and an antidotal herb in a cupboard.

Proceed to the upper part of town. There is a barrel against the wall of Kalderasha's house containing a medicinal herb. In the clairvoyant's kitchen you will find 4 gold coins in the cupboard,



a medicinal herb in a pot and 7 gold coins in a barrel. The well in front of the house is home to a useful leather shield in a chest. During the day several people will be standing around the well (Fig. 4), so climbing down it will not be as easy as it is at night when the area is deserted (because a conversation will start if you press \otimes when you are standing very close to any individual). There are also a few things to collect in the neighbouring house (to the south): 8 gold coins in a pot and plain clothes in the cupboard.

Enter the pub via the rear entrance. There are 10 gold coins in a barrel behind the bar. Go back round and through the main door. There is an antidotal herb in one of the three barrels by the stairs. Take the 20 gold coins from the cupboard in the house to the south of the pub. Outside, there are three barrels (Fig. 5) at the front of the house (along the west wall). These contain a medicinal herb and 2 gold coins. Finally, visit the church. In the back room, you'll find a medicinal herb in a pot next to the stove, and a pot lid in a cupboard by the stairs. You can't open the locked chest (or the two chests in the Weapon shop, for that matter). One final item can be found behind the church: smash the barrels if you want a seed of defence.



FINAL PREPARATIONS

Before you leave town, make sure that you are well prepared for your adventure in the wild. If you have found absolutely everything, you should now have in your possession over 100 gold coins and a whole array of shiny new kit. Equip the Hero with the leather shield and Yanguis with the pot lid. If you need any information on equipping characters with items, you will find full details on pages 12-13. You can permanently increase a character's Defence stats with the seed of defence (see page 38). Feed your Hero this little snack, as his Defence is lower than Yanguis's. You can sell both sets of plain clothes and the cypress stick to a merchant (find more help on selling items on pages 9 and 22). Share the medicinal herbs between the Hero and Yanguis. Remember that you can't use

any items in the bag during combat. When you are ready and have saved your game in the church, leave town via the south gate.

Tip

Useful reading

You may find out some useful information by looking on the bookshelves (Fig. 6) in many of the buildings. For example, one of Kalderasha's books reveals that nocturnal monsters in the wild are more vicious than their daytime counterparts. Good to know.

FAREBURY REGION

Farebury

ITEMS

No.	Item
1	Seed of life
2	Boxer shorts
3	82 gold coins
4	Mini medal *

* Chest locked; you can't open it yet!

INFAMOUS MONSTERS

Name

1	Hackzilla	gear
2	Fletch	gear
3	Slimehopper	gear
4	Mechabubo	gear
5	Sippy	gear

MONSTERS

No.	Name	HP
1	Slime	7
2	Candy cat	10
3	Lips	11
4	Dracky	10
5	Satyr	13
6	Capsicum	15
7	Bunicorn	16
9	Firespirit	14
11	Mecha-mynah ²	9
12	Bubble slime	20
13	Dancing devil	20
17	Beetleboy	16

1. To the east/west of Farebury only
2. To the east of Farebury only

THE PATH TO THE WATERFALL CAVE

As soon as you leave town, you will see the waterfall in the distance, behind which lies the cave entrance. Follow the path to reach the waterfall. You will encounter your first band of monsters after a few steps. Find all the basic information on fighting and tips for success in battle in the How to Play chapter on page 16-23.

You will shortly arrive at a fork in the path. As you can see from the nearby sign, turning left takes you to the "Checkpoint" (which you can't pass at present), and continuing straight ahead will take you to the "Waterfall" (Fig. 1). When you finally reach the cave, don't go in! Your characters are too weak to even think about facing the powerful monsters inside. The Hero and Yangus require a little more experience and need to attain at least Level 3. By that time, the Hero will have learnt the extremely useful Heal spell, which means you no longer have to rely solely on medicinal herbs. (Level 5 would be even better, as this makes the quest for the crystal ball seem like a walk in the park.)



Tip

Don't stray from the path

You should keep to the path to begin with. The reasons for this are twofold: firstly, it's easier to get your bearings, and secondly, you are likely to meet more dangerous monsters if you stray from the beaten track. Using holy water also reduces your chances of encountering monsters. (A message will appear on screen when this temporary effect loses its potency.) You should always ensure that you have a chimaera wing with you for emergencies. If you get completely lost, this handy item can teleport you back to Farebury, but bear in mind that it will only work in the open air. You can also use it to travel you instantly back to town to fetch more supplies if a character sustains a serious injury during an attack and you've run out of medicinal herbs.

Tip

Gaining experience

To gain experience points (which are needed to move your characters up a level), you should spend some time fighting weaker monsters. Be sure to keep an eye on the characters' health: note how much HP they lose when they are attacked by a monster, and heal them in good time. During battles in the area around Farebury, it makes sense to heal your characters when their HP is reduced to single figures: don't forget that you can fully rejuvenate your party (restoring their MP and HP) by spending a night at the inn.

Monsters up ahead

While you are wandering around in the wild you may occasionally see a monster lurking with intent in the distance (Fig. 2). If you spot one, proceed with caution as these infamous monsters are particularly powerful. To begin with, you should avoid confronting any such creature if at all possible. These dangerous beasts are best avoided until you are strong enough to take them down.



02

VOLUNTARY HEROIC DEEDS

On your way to the waterfall, you may happen to notice a little hut up high on the mountaintop. This run-down shack is well worth a visit: you don't have to make the trip, but it could certainly be to your advantage! When you arrive at the cave entrance, turn right and walk round to the far side of the mountain. Be careful not to bump into the monster on the mountainside. Follow the path leading uphill and enter the hut at the top.  Page 202

THE VICINITY OF FAREBURY

As you may not yet have enough money for a boomerang, it might be a good idea to explore the immediate vicinity, and see what goodies you can find. Head east from the fork in the road between Farebury and the waterfall cave to find a treasure chest containing 82 gold coins (Fig. 3). Afterwards, you should make a detour to locate the treasure chest containing the seed of life in the north. The Axoraptor (Fig. 4) you encounter in this area is still too strong for you at the moment. Take care when you open the treasure chest, as the monster will follow you for a while and may attack you from behind. If this happens, select Flee. This tactic always works with infamous monsters. You can use the seed to increase the Hero's maximum HP.

Now return to the path and follow it westwards. Leave the path when it bears south (Fig. 5) and continue walking due west until you find a treasure chest containing boxer shorts. These increase Yangus's Defence. The old undergarments are no longer required, and can thankfully be sold. Frankly, they look like they've seen better days!

If you crave adventure and are in the best of health, follow the path a short way to the south. Just before you reach the broken rope bridge, you will encounter Shortshooter (Fig. 6) (only during the day, never at night!). Shortshooter is a weak infamous monster that you can easily overcome. To defeat him, one character (preferably Yangus), should boost his attack strength using psyche up, while the other concentrates on healing. Be sure to heal as much as possible, as a hit from the Sharpshooter will cost you approximately 25 HP. Once Yangus has psyched up three times, he can launch an attack.

If you defeat the monster, you will receive a copper coin, which you can sell for 200 gold coins. This should temporarily solve your financial problems.



05



03



04



06

Tip

Which skills?

From Level 4 onwards your party members are awarded skill points each time they gain a level. It's up to you to decide which skills the characters should learn. The choice is yours, but it's advisable to focus on developing the fifth skill to start with: when Yangus has 10 points, he will learn how to Heal, which is extremely useful. The

Hero's Zoom spell (8 points) is also very beneficial. As soon as you have fully developed these attributes, you should switch to weapon skills. The Hero should of course learn to use the boomerang, while Yangus should concentrate on the axe. Although he currently uses a club, this will soon change. Further information on skills can be found from page 34 onwards.

Waterfall Cave

ITEMS

No. Item

1	Map	
2	Chimaera wing	
3	Medicinal herb	
4	Leather hat	
5	Copper sword	

MONSTERS

No.	Name	HP
1	Slime	7
4	Dracky	10
9	Firespirit	14
10	Mischiefous mole	15
11	Mecha-mynah	9
12	Bubble slime	20
13	Dancing devil	20
15	Skipper	21
22	Hammerhood	41



LEVEL 1



LEVEL 1



LEVEL 3

LEVEL 1

Once the Hero has reached Level 3 and mastered the Heal spell you can enter the cave, taking a good supply of medicinal herbs with you. You are fully prepared for this adventure when both characters have reached at least Level 5, and the Hero has a boomerang equipped.

You don't have a map of the cave to begin with, but that will soon change. Continue straight on, and before long you will come to the first fork in the path (Fig. 1), where there is a chest containing the map. Press **©** to view the map.

Take the path to the right and keep walking along until you find three chests. You will also see a man wandering around aimlessly. You can talk to him if you want, he's just lost. Open the chests to obtain a **chimera wing**, **medicinal herb** and **leather hat**. Equip the Hero with the hat immediately as it offers better



LEVEL 2

At the tunnel entrance leading from the great hall your way is blocked by a hooded figure armed with a giant hammer (Fig. 2). If you select the first option in the ensuing dialogue, Hammerhood will allow you to pass. If you are determined to fight him, talk to him again and reselect the first response.

You will soon come to a fork in the path where you have two options: either go right, on the trail of the crystal ball, or make a slight detour and take the path on the left to obtain a useful item. Go past the blue slime, who you can engage in conversation but not in battle. You will eventually come to a passage. Run along it to find a chest that contains a **copper sword** for the Hero. Although this sword is weaker than the boomerang, it can be used to inflict critical hits (see pages 22 and 42). In battles against powerful lone enemies, for example, it could be extremely advantageous to switch from the boomerang to the sword. Alternatively, you could sell the copper sword for 135 gold coins.

protection than the bandana, which you can sell at the next opportunity.

Go to the southern end of the cave (this is at the top of the map, which is not orientated to the north) and head down to the second level.



01



02



03

LEVEL 3

Run straight ahead to the crystal ball (Fig. 3). Before examining it, restore the Hero and Yanguis to maximum health. Make sure Yanguis has some medicinal herbs in his bag (if he has mastered the Heal spell, even better, but still give him some herbs, just in case). The Hero should also have his fair share of medicinal herbs. Once you have reached for the crystal ball and confirmed your ownership by selecting the first option, you will find yourself confronting the first boss in battle.

Boss

You will need to share the workload during the fight (Fig. 4): one character should concentrate on attacking, while the other should focus mainly on the healing aspect. The boss will frequently unleash a curse that temporarily paralyses its victims. However, this curse has no effect whatsoever on the Hero, who should therefore assume the role of aggressor.

The Hero should psyche up until he reaches a state of high tension (i.e., a value of 50) and launch an attack. This process should then be repeated. Yangus can join in the initial attack too, but should subsequently concentrate on any healing that is required. Take note of the damage inflicted during each attack by the boss (depending on the characters' levels, this is likely to be about 17 HP). To be on the safe side, you should heal your characters if their HP falls below 20.

The Hero may also need to perform healing. If you have already increased his tension, it is better to use a medicinal herb than a Heal spell: the spell expends tension (the healing effect is increased and the tension level is reduced to zero), whereas using an item does not.

The boss has 173 HP. Take note of the amount of HP he loses when you attack him. If he has only a few points left, it will be a waste of time to psyche up as even a "normal" attack will have the desired effect. Once you have defeated your opponent you will not only obtain the coveted

crystal ball, but also another seed of strength, which you can use to permanently boost the Hero's (or Yangus's) Strength.

267 BOSS 1

HP	173	Attack	43	Agility	9
MP	20	Defense	14	Level	12
Item	Seed of Strength				
EXP	107	Bold	108		

AHEAD THROUGH

BEING A HERO



04

BACK TO FAREBURY

As the Hero should have reached Level 6 by now, and therefore have learned Evac, you can use this spell to leave the cave. If you have attained Level 7, you will also have acquired enough skill points to learn the Zoom spell, which means you can teleport to Farebury once you get outside.

Go to see Kalderasha. After your little chat, you will automatically spend the night resting upstairs. When you wake up, talk to the fortuneteller again. He will give you new information about Dhoulmagus's whereabouts. It's high time you picked up his trail!

THE RECIPE

If you climb up the church bell tower after nightfall (Fig. 5), you will find the thief's key recipe, containing instructions for producing a special key that can open the three locked chests in the town. Put it on the back burner for now, as you currently have no way of obtaining this item...



05

109



ALEXANDRIA REGION

Alexandria



THE CHECKPOINT

Follow the path from Farebury due south. The route to the checkpoint is signposted at each fork in the road. If you haven't yet found the treasure chest to the south of the tree with the red leaves (see page 106), you can go there now and collect the 82 gold coins. You can also take the opportunity to pit your strength against the infamous monsters in the area.

As the path beyond the checkpoint is no longer blocked, you can cross the stone bridge and head south. The monsters become increasingly dangerous from this point onwards. If you look over at the small hill to the right of the bridge, you will see a treasure chest (Fig. 1). Run up the bank to the right of the path until you reach the chest, and help yourself to the contents, namely a *stylish pair of slime earrings* that boost the wearer's Defence by 4 points.

Now return to the path and follow it eastwards. After just a few yards you will notice an archway on the left marking the entrance to Alexandria. Let's see what kind of welcome you receive there.

ITEMS

No. Item

1	Slime earrings		<input checked="" type="checkbox"/>
2	100 gold coins		<input type="checkbox"/>
3	Seed of strength		<input type="checkbox"/>
4	Seed of life		<input type="checkbox"/>

INFAMOUS MONSTERS

Name

	Cowboy
	Healer
	Metalys ¹

1 From Rock & Bones.
2 At either one of the four locations.

MONSTERS

No.	Name	HP
14	Bodkin archer	21
15	Skipper ¹	21
16	Drackmage	19
17	Beetleboy	16
19	Fungohoul	22
20	Fencing fox	25
22	Hammerhood	33
23	Jailcat ²	29
24	Frogface ³	36
27	Spiked hare	42
237	See urchin ³	16
238	Man o' war ³	35
239	Yabby ¹	41

1 Only in the area *Surrounding Alexandria*.

2 South of the Town of Alexandria.

3 Only on the beach (south of the tower).



ALEXANDRIA

Alexandria


ITEMS
No. Item

1	Holy water
2	Chimaera wing
3	Medicinal herb
4	11 gold coins
5	5 gold coins
6	Plain cheese
7	Wayfarer's clothes
8	Seed of magic
9	18 gold coins
10	Moonwort bulb
11	Jessica's letter
12	Jessica's outfit*

**Poor (but) again! Town of Alexandria*
WEAPON SHOP
Item
Price
Equip On

Oaken club	110			
Giant mallet	240			
Copper sword	270			
Boomerang	420			
Stone axe	550			

ARMOUR & ITEM SHOP
Item
Price
Equip On

Leather kilt	220			
Scale armour	350			
Scale shield	180			
Medicinal herb	8			
Holy water	20			
Chimaera wing	25			


INN
Price: 4 gold coins (per person)
EXPLORING THE TOWN

As you enter Alexandria you are grilled by a rather overenthusiastic welcoming committee. Just as the situation risks becoming heated (your reaction is irrelevant), an old lady intervenes and takes the young rascals to task.

The shops in Alexandria are only open during the day and the large property in the north of the town is also inaccessible at night. To start with, therefore, you should just pick up any items to be found nearby and then spend the night in the inn.

CITY WALKING TOUR

One of the pots in front of the house next to the inn contains a phial of holy water. Inside the house is a cupboard containing a chimaera wing. You will also strike it lucky in the cottage next to the town gate: there's a medicinal herb in a pot and 11 gold coins in a cupboard. Now make your way to the large mansion on the hill (Fig. 1): smash the pots in the kitchen on the ground floor to obtain 5 gold coins and a piece of plain cheese. Go upstairs to the first floor, where you will find a set of wayfarer's clothes in a cupboard. Finally, make your way to the attic, where you will find a barrel containing a seed of magic in the corner where the maid is standing. There are more barrels along the wall, containing 18 gold coins and a moonwort bulb.



01

GO, MUNCHIE, GO!

You must now explore the mansion attic if you want to progress any further. There is a mouse hole in the wall among the barrels (Fig. 2), which leads to Jessica's room. The front entrance to her room is guarded doggedly by the loyal Bangerz and Mash, so to get inside you must send Munchie through the hole in the skirting board.

When you get control of Munchie, guide the little critter down the staircase on the right at the back of the room. There is an interesting letter on the desk by the wall, but how can a tiny mouse reach it? Simple: use the broom leaning against the left-hand side of the desk as a ramp (Fig. 3). Take *Jessica's letter* (press \otimes). Once Munchie has "pocketed" it, he can make his way back to the mouse hole. However, the stairs now present an almost insurmountable obstacle for such little legs. Fortunately, there is a wide wooden ledge running from top to bottom either side of the staircase, creating a perfect ramp for a small rodent. Hop through the mouse hole and back to the Hero.



02



03

THE RIGHT EQUIPMENT

Before leaving with Bangerz (who, incidentally, will not join in any combat), you should update your equipment. Buy a stone axe for Yanguis from the merchant. This might seem rather extravagant, but it will considerably improve your chances in battle. If you can afford it, you should also buy a suit of scale armour and a scale shield. (You will obtain a free shield for the second character shortly, in the tower.) Don't forget that you can sell any surplus items of equipment (club, pot lid, leather shield, etc.). You will also find another treasure chest near the village, containing 100 gold coins. Make your way to the tower and you will see a creature resembling a bull on your left (Fig. 4). This is Buffalo Bill. It's not a good idea to engage him in combat, as he can pack quite a punch. If you skirt round him and continue north, however, you will soon find the aforementioned treasure chest.



04

TOWER OF ALEXANDRA

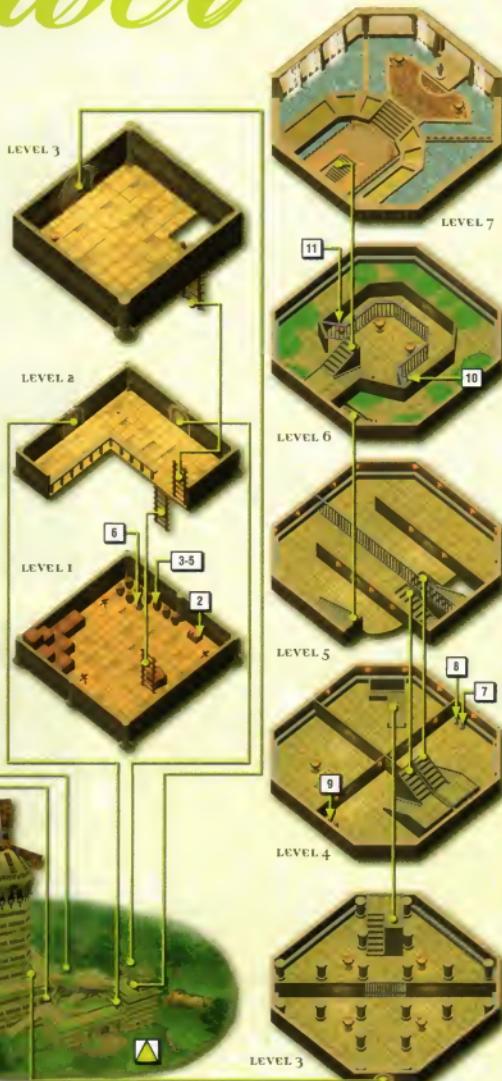
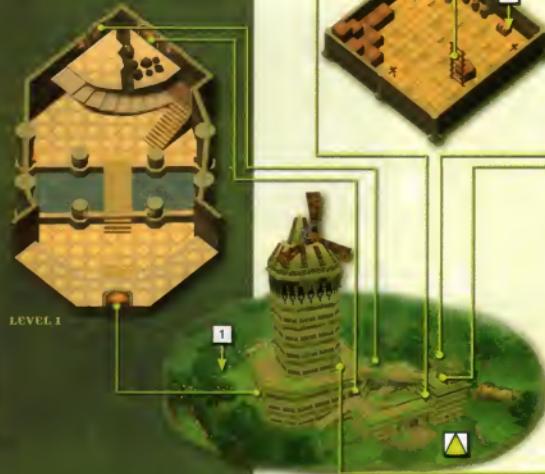
ITEMS

No. Item

1	Map	
2	Seed of agility	
3	Moonwort bulb	
4	11 gold coins	
5	Medicinal herb	
6	22 gold coins	
7	7 gold coins	
8	Seed of strength	
9	Medicinal herb	
10	Antidotal herb	
11	Scale shield	

MONSTERS

No.	Name	HP
12	Bubble slime	20
16	Drackmage	19
17	Beetleboy	16
18	Imp	28
19	Funghoul	22
21	Healslime	24
24	Frogface	36



OPEN SESAME!

You can't enter the Tower of Alexandra unless you are accompanied by Bangerz. Only the people of Alexandria know the secret of opening the door. Once the boy has helped you to enter the tower, he bids you farewell. The Hero and Yangus should have reached Level 7 or 8 before you even attempt to take on the monsters in the tower.

Once inside, you need to be particularly wary of the frogfaces (Fig. 1). This creature is relatively harmless in its initial incarnation, but the problems begin if you fail to finish it off immediately. The monster spins round each time it is hit, turning its "human" face towards you, which enables it to unleash a much more powerful attack. Clearly, no one has ever told a frogface that sticking out its tongue is just plain rude! If you are confronted by a large group of frogfaces and attack them with a boomerang, you're asking for trouble. You should either use a sword, or psyche up at least twice before attacking these creatures. When your tension reaches a value of 20, you can defeat approximately three frogfaces with a single throw of the boomerang, depending on your current strength. If Yangus is using the stone axe, he only needs to psyche up once to destroy a frogface.

LEVEL 1

Climb the steps in the small inner courtyard and go through the door to the left (the other door is locked from the inside). Once inside, go down the stairs and exit the building through the door on the far side of the room. You will now see a treasure chest ahead (Fig. 2); this contains the [map](#). Turn round and run to the right, round the building, then go up the steps. Ignore the door on your left and re-enter the building through the door on the right.

LEVEL 2

First unlock the other door. (This opens up a short cut for your next visit to the tower. Don't go through the door at this stage, however.) There are two ladders in the room: one going up, the other leading down (Fig. 3). Climb down to the lower floor first and collect the items. There is a chest containing a [seed of agility](#), barrels containing a [moonwort bulb](#), 11 gold coins, and a [medicinal herb](#), and a pot containing 22 gold coins. Grab everything, then return to the floor above and climb up the other ladder.

LEVEL 3

Go through the door to the outside. There is another entrance opposite, leading to the large tower (Fig. 4). Head for this door, but be careful not to fall off the bridge as you cross, as there is no balustrade.

Inside the tower, iron bars block your path. The bars won't budge, but don't worry about that. Just stand in front of one of the two blue faces (Fig. 5) on the wall to the left and right. Examine the face to activate a revolving door, and lo and behold, you are on the other side of the obstacle! You can now run up the stairs to the next floor.



01



02



03



04



05

LEVEL 4

Once again you will find two faces that trigger revolving doors in the walls. The left-hand revolving door leads to a room containing a couple of items, so go through this one first. There are two pots in the room, containing **7 gold coins** and a **seed of strength**. You can ignore the stairs heading upwards from this part of the room, as they only lead to a dead end. Instead, go

back through the revolving door to the first area of the level, then through the other revolving door on the right. Once you are in the next room, approach the face on the wall on the other side and examine it to enter the last area on this level. There is a barrel in the corner containing a **medicinal herb**. Climb the staircase to the next level.



LEVEL 5

Run round the corner and take the staircase up to the next level.

LEVEL 6

Head along the corridor until you see a face indicating a revolving door in the wall on the left (Fig. 6). On the other side of the wall there is a pot containing an **antidotal herb** and a chest containing a **scale shield**. You should equip one of the characters with this item immediately, then return through the revolving door and continue to the end of the corridor, where a staircase leads up to the next level.



06



07

LEVEL 7

Examine the statue on this level (Fig. 7) to trigger a chain of events: you encounter the person from Alexandria who you have been seeking, and see a flashback of a dramatic event that recently took place here. Once this cutscene has finished, approach the exit, at which point Jessica will address you again. You can then leave the tower using the Evac spell and cast Zoom to return to Alexandria.



08

BACK IN ALEXANDRIA

You return from the tower to find Bangerz waiting for you outside the inn. He treats you to a free night at the hostelry! The next morning, go to the mansion to see what has happened to Jessica. Head upstairs and approach the young mistress of the manor, who is in the middle of an agitated conversation with her mother (Fig. 8). Once the cutscene has ended, you can enter Jessica's room and take **Jessica's outfit** from the upstairs cupboard. This costume does not provide a particularly high level of defence, it merely completes Jessica's wardrobe.

FROM ALEXANDRIA TO PORT PROSPECT

A WALK ALONG THE BEACH

Go east from Alexandria towards the tower (see map on page 110). At the fork in the road just before you reach the tower, take the path to the south. You will soon see the beach on your left. There is a treasure chest (Fig. 1) at the southwestern end of the beach containing a **seed of strength**. This piece of jetsam alone is worth a detour, although you should not use the seed immediately, but keep it for Jessica. Also, if you feel like getting to know a few new monsters, you can engage some hitherto unknown creatures in combat on the beach. Whatever you do, be sure to fight the slime that you can see lurking on the shoreline. This monster is called the Family Doctor and is

extremely easy to defeat. The **copper coin** awarded to you for overpowering it can, as always, be sold for 200 gold coins.

Return to the path and continue towards Port Prospect. If you want to acquire a **seed of life**, leave the path just before the town entrance (Fig. 2), and make your way southeast across country. You will find the precious seed waiting for you in a treasure chest. You should keep this item for Jessica too.

Note: The pass beyond Port Prospect is blocked by a rock fall, so you cannot go any further northwest at this point in the game.



01



02

PORT PROSPECT



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ITEMS

No. Item

1	Holy water		✓
2	Medicinal herb		
3	Chimera wing		
4	Seed of wisdom		
5	17 gold coins		

WEAPON & ARMOUR SHOP

Item

Item	Price	Equip On
Stone axe	550	
Iron lance	750	
Farmer's scythe	910	
Leather kilt	220	
Scale armour	350	
Scale shield	180	

ITEM SHOP

Item

Item	Price
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimera wing	25

INN

Price: 5 gold coins (per person)

SHIP AHoy!

Enter the building on the jetty, where you have a chat with Jessica and agree that you are ready to plunge headlong into the adventure. Nevertheless, the sea voyage involves a fight with a powerful boss, so you should prepare well beforehand. Your party should have reached Level 10 if possible (Level 11 is even better), and should also have a few medicinal herbs with them. Don't forget to pay a visit to the town well. Page 201

First of all, find the hidden items at the port, namely a phial of **holy water** in the inn and a **medicinal herb**, **chimera wing** and **seed of wisdom** in the pots and barrels just outside. You will also find **17 gold coins** in a barrel under the canopy to the south of the merchants' stalls (Fig. 1). There are two women here who can provide you with a wealth of information about skills and, talking of merchants, you be sure to stop off at the nearby stalls and buy two scale shields. These will soon prove very useful and you should be able to afford them by now.

Once you have made all the necessary preparations talk to Jessica again to confirm the plan. You will then be ready to set sail.



01



02

Tip

During the day, a young woman (Fig. 2) can be found outside the building on the jetty selling herbs for 10 gold coins. The woman hands the herbs out at random, so you can never be sure what kind you will get. The available herbs and the chances of acquiring them are as follows:

Medicinal herb: 45.0%

Antidotal herb: 35.0%

Moonwort bulb: 15.0%

Strong medicine: 2.5%

Strong antidote: 2.5%

Boss

Once you have prepared for the voyage and told Jessica that you are ready to put to sea, the ferry will set sail. Before you have travelled very far, you encounter the next boss. Again, one character should concentrate on attacking and another on healing. This time, Yangus is the obvious choice of aggressor, while the Hero should assume the role of healer. In the initial round of fighting, however, both characters should opt to defend, to minimise the damage inflicted by the monster's fiery attack (Fig. 3). If it finds you unprepared, each character will lose over 30 HP!

Fortunately, this boss's attacks always follow the same pattern: after initially spewing "flame-breath" at you, his next live attacks are more conventional. They can hit either one character, inflicting over 20 damage points, or the entire party, in which case each character sustains fewer than 20 damage points. You therefore need to heal a character when his or her HP falls below 25.

Once you have absorbed the initial attack, the Hero should take care of healing while Yangus increases his tension by psyching up. Once his tension level reaches 50, have him attack. If the Hero's state of health allows, he too can attack occasionally. In the sixth round of fighting, after Yangus has dealt his mighty blow, you can either heal or attack, depending on the situation. After that, you should select "Defend".

Always be aware of the total amount of damage you are inflicting, and keep repeating the sequence of actions described above. After two high-tension attacks from Yangus and a few blows from the

Hero, the boss should only have about 60 HP left (depending on your characters' strength). You will then only need to psyche Yangus up to a tension level of 20 to scupper the giant squid once and for all. As a reward you receive a **gold bracer** (DEF +4). The ship then sails back to Port Prospect.

262 BOSS 11

Aquatic

HP	360	Attack	63	Agility	17
MP	255	Defence	16	Level	16
Item	Gold bracer				
EXP	311	Gold	230		



03

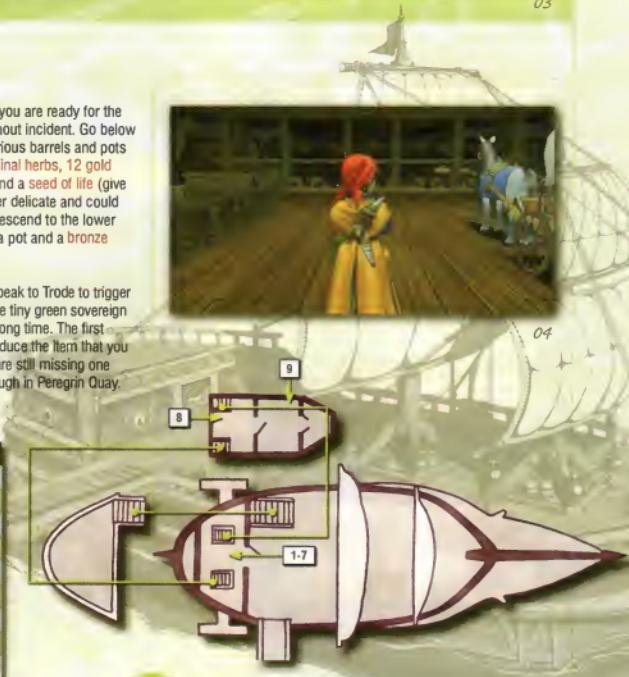
THE CROSSING

Talk to Jessica on the landing stage when you are ready for the final part of the voyage, which passes without incident. Go below decks on the ship (Fig. 4). You will find various barrels and pots in the hold, containing a **pot lid**, two **medicinal herbs**, 12 **gold coins**, an **antidotal herb**, a **seed of agility** and a **seed of life** (give the latter to Jessica, as she is initially rather delicate and could easily be overwhelmed in combat). Now descend to the lower level, where you will find 10 **gold coins** in a pot and a **bronze knife** in a treasure chest.

When you have completed all your tasks, speak to Trode to trigger the end of the crossing and find out what the tiny green sovereign was tinkering with in his wagon for such a long time. The first time you use the Alchemy Pot will be to produce the item that you found a recipe for in Farebury church. You are still missing one vital ingredient, but you will find it soon enough in Peregrin Quay.

ITEMS

No.	Item	✓
1	Pot lid	
2	Medicinal herb	
3	Medicinal herb	
4	12 gold coins	
5	Antidotal herb	
6	Seed of agility	
7	Seed of life	
8	10 gold coins	
9	Bronze knife	



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ITEMS
No. Item

1	Iron nail	
2	Seed of magic	
3	Oaken club	
4	Antidotal herb	
5	Medicinal herb	
6	8 gold coins	
7	Leather kilt	
8	Chimaera wing	
9	Seed of defence	
10	Medicinal herb	
11	200 gold coins*	
12	Mini meda*	
13	Boomerang*	

*They're bay

WEAPON SHOP

Item	Price	Equip On
Bronze knife	150	
Thorn whip	350	
Iron lance	750	
Farmer's scythe	910	

ARMOUR SHOP

Item	Price	Equip On
Scale armour	350	
Silk robe	420	
Chain mail	500	
Scale shield	180	
Pointy hat	70	

ITEM SHOP

Item	Price
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimaera wing	25

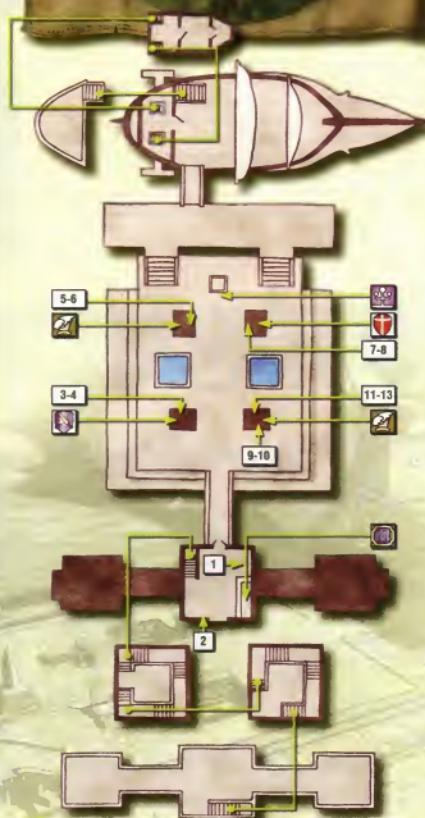
ITEM SHOP 2

Item	Price	Equip On
Cypress stick	10	
Pot lid	40	
Bandana	45	
Hairband	150	
Slime earrings	400	

INN

Price: 6 gold coins (per person)

Peregrin Quay



YOUR FIRST RECIPE

If you want to save your game, confess to the priest standing near the mooring in Peregrin Quay. You should then try out the alchemy pot as soon as possible, ideally by concocting an extremely important item, the thief's key, which is essential for unlocking certain treasure chests. Re-read the thief's key recipe that you found in Farebury (see page 109) to remove the instructions from your inventory and add them to the Alchemy Recipe Book. The formula is as follows:

 **iron nail + bronze knife = thief's key**

You should already have bagged the bronze knife on the ferry (see page 118), but if not, you still have time to find it. Next, head for the building at the end of the quay. Talk to the rehabilitated thief (the man in the cow!; Fig. 1) and he will give you the **iron nail** that you need to complete your recipe. Throw both items into the alchemy pot and, a while later, out will pop the thief's key, which you can use to crack a number of locks. Unfortunately you will soon realise that it won't open all of them!

While the ingredients are simmering in the pot, use the time to obtain some items. A cupboard in the inn contains a **seed of magic**. Other items (see item list) can be found in the barrels and pots alongside the merchants on the quayside. Equip Yangus with the leather kilt and keep the second boomerang for mixing at a later stage. Any spare equipment, such as pot lids, plain clothes, leather shields or oaken clubs can be sold. Once the thief's key is ready, help the agitated young merchant by unlocking his three treasure chests (Fig. 2). He will then open up the second item shop.

There isn't really anything you need to buy in Peregrin Quay unless you are still lacking a scale shield for Jessica's whip mixture. The slime earrings are the only items worth considering. You will soon be able to obtain such goodies as the iron lance, silk robe and suit of chain mail free of charge.



01



02

Jessica

As the newest member of the team, Jessica is somewhat lacking in attributes (especially Strength and Resilience), so give her all the seeds that you collected in Peregrin Quay, plus a few medicinal

herbs for emergencies. You should also equip her with a scale shield and gold bracer (or slime earrings). The most important thing is to reinforce her whip as soon as possible (see "The Alchemy Pot").

The Alchemy Pot

Once Trode has finished tinkering, you can access the alchemy pot via the Misc. menu. Throw two items into the cauldron and, if the items are suitable for mixing, leave the concoction to bubble away for a while. You will hear a loud "ping" when the process is complete. Read everything you need to know about this magical vessel from page 63 onwards. However, there is one thing you must always remember: the pot will only continue working while your party is moving!

You should first produce the thief's key (see above), then move on to the next recipe. Ideally, you should start by preparing an effective weapon for Jessica:

 **leather whip + scale shield = snakeskin whip**

You can buy the shield in an armour shop (if you didn't already pick one up in Port Prospect). Once the whip is ready, throw the following ingredients into the pot to create some robust headgear for the Hero and Yangus:

 **leather hat + chimaera wing = feathered cap**

The main thing is to ensure that there is always something simmering in the alchemy pot. If you are ever stuck for items to mix, just resort to this standard recipe:

 **medicinal herb + medicinal herb = strong medicine**

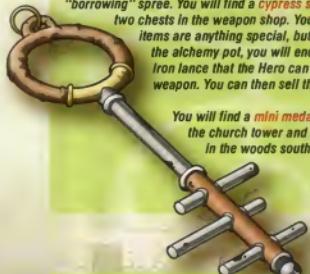
Besides its increased healing power, the strong medicine has another benefit: you can sell each measure you produce for 88G. You can also combine a medicinal herb with an antidotal herb to produce a strong antidote, or mix two quantities of strong medicine to make special medicine.

You can mix many other items to make a profit; for example two bandanas make a turban (retail price: 205G).

Alternatively, you could fork out a substantial amount of gold for two farmer's scythes to fuse into a mighty iron axe for Yangus...

The Thief's Key

Now that you have produced the thief's key, take time out to return to Farebury using the Zoom spell (or a chimera wing) for a "borrowing" spree. You will find a **cypress stick** and a **dagger** in the two chests in the weapon shop. You may not think these two items are anything special, but if you throw them into the alchemy pot, you will end up with a top quality iron lance that the Hero can use as an alternative weapon. You can then sell the copper sword.



You will find a **mini medal** in the treasure chest in the church tower and another one in the chest in the woods southeast of town (Fig. 3).



03

Mini Medals

You will start to find an increasing number of mini medals as you progress through the game. Initially these items are of no use to you whatsoever, but you should still do your best to collect as many as possible. Your dedication will be rewarded much later on. If you can't wait to discover the secret, have a peek at page 154.



MAELLA REGION

Maella



THE JOURNEY TO THE ABBEY

Your next destination, Maella Abbey, is easy to find: simply follow the path. The surrounding area is home to some interesting monsters, such as the dingalings, for example, who summon powerful allies (jargons) to assist them in combat (Fig. 1). If you want the fight to end quickly, you should first deal with the dingalings before they have the chance to summon their overgrown chums.

If you fancy acquiring some extra items, you can make a couple of excursions into the wild. To the southeast of Peregrin Quay you will see a small monster wielding a large hammer (Fig. 2). He is very skilled at using this weapon, so you are advised to ignore him and turn your attention to the nearby chest, which contains a **feathered cap** for Jessica. (Keep her hairband, as you will need it later.)

If you return to the back door of the inn and head west from the path, you will find a chest in the ruins, containing a bottle of **magic water**. If you continue west and then head southwest, you will find another chest on the bank close to the mountains. This chest contains a **stone axe**, which you can either sell or mix, using the recipe: stone axe + pointy hat = stone hardhat. The second ingredient for this recipe can be obtained from the merchant in Peregrin Quay. (If you make the stone hardhat and still have a feathered cap left, keep it for later.)

You will pass a barn on your way to the abbey (Fig. 3). You may wish to leave the path here and run southeast along the river. Some distance away you will find a chest containing a **seed of strength**, which may be useful for Jessica. There are two more chests containing seeds, one further east and the other in the far northeast (by the sea bordering the mountain range), but watch out for the many dangerous monsters in the area.



01



02



03

ITEMS

No.	Item	✓
1	Feathered cap*	
2	Magic water	
3	Stone axe	
4	Seed of strength*	
5	Seed of wisdom*	
6	Seed of magic*	
7	Bunny tail*	
8	Mini medall**	

*This is key. **Magic key.

INFAMOUS MONSTERS

Name

	McHammer
	Brickman
	Lonly Joe

MONSTERS

No.	Name	HP	
8	She-slime	18	
25	Lump mage	38	?
26	Winky	40	
28	Chainine	38	
29	Giant moth	36	
30	Dingaling	28	
31	Jargon	73	
33	Bullinch	40	
37	Scorpion	40	
38	Morphean mushroom	45	
39	Brownie	53	
45	Hell hornet	37	
49	Treeface	64	

1 To the east of Peregrin Quay only.

Tip**Skill development**

Although Jessica is always seen hurling fireballs in the cutscenes, she is also rapidly developing into a powerful warrior. She has the advantage of being able to attack entire groups at once with her whip (although initially these attacks are not particularly effective). However, once she learns the Twin Dragon Lash whip skill (available with 23 points), she will be on an equal footing with her male counterparts. If you need any more help with allocating skill points, see page 31.



VALLETHROUGH



MAELLA REGION

ITEMS**No. Item**

1	Holy water	
2	Mini medal	
3	Mini medal	
4	26 gold coins	
5	Mini medal	
6	World map	



PLEASED TO MEET YOU

Talk to the monk standing at the entrance to the abbey to save your game, then enter the abbey and go through either of the rear doors to reach the quadrangle. Speak to the Templars that are blocking the door to the east (Fig. 1). At this point, you will be introduced to Marcello, an important figure in Maella Abbey.



For the time being, you can only obtain two of the items on the list while you are at the abbey: a phial of **holy water** (leave the quadrangle via the north door and smash the barrel in the corner) and a **mini medal** (go out of the south door and break one of the pots by the steps: Fig. 2).



SIMPLETON, HERE WE COME!

Leave Maella Abbey and follow the path south to the neighbouring village of Simpleton (Fig. 3), although not before making a detour into the woods on your right: the treasure chest on the hill (see map on page 122) contains a **bunny tail** that boosts the wearer's Agility by two points. The recipe:

 **bunny tail + hairband = bunny ears**

creates a valuable new item of headgear for Jessica.



SIMPLETON

Simpleton





01

BOTTOMS UP!

As there was nowhere to spend the night in Maella Abbey, you will doubtless want to find the inn. If there is anything you wish to buy or sell in Simpleton, go and see the two corpulent men on the top floor of the pub opposite (Fig. 1).



02

There is one thing you must do as soon as possible: speak to the dapper young man dressed in red who is playing cards on the ground floor (Fig. 2). He introduces himself as Angelo, and eventually leaves the hostelry with you. He presents Jessica with a **Templar's ring**. Once this item is in your bag (or on the finger of one of the characters), return to Maella Abbey to see Angelo again.



03

NO AUDIENCE WITH THE ABBOT

Back in Maella Abbey, approach the two Templars at the end of the quadrangle. As you have the Templar's ring, they will let you pass. You can now obtain two more items: a **mini medal** (in a barrel in the kitchen) and **26 gold coins** (in a barrel in the grounds behind the abbey – see map on page 123).

ITEMS		
No.	Item	
1	Mini medal	
2	6 gold coins	
3	Templar's ring	

WEAPON SHOP

Item	Price	Equip On
Rapier	300	
Thorn whip	350	
Wizard's staff	1300	
Long spear	1700	
Sledgehammer	1700	

TRADING POST

Item	Price	Equip On
Medicinal herb	8	
Antidotal herb	10	
Holy water	20	
Chimaera wing	25	
Chain mail	500	
Turban	410	

INN

Price: 8 gold coins (per person)

125

THE RUINED ABBEY

After agreeing to help Angelo, you set off on your way, leaving the abbey via the exit to the south. However, do not head for Simpleton, but immediately turn left and follow the river eastwards (Fig. 4). You will soon bump into the Hollow Knight (Lonely Joe): a weak opponent who is easily defeated. Now follow the path until you reach the entrance to the Ruined Abbey.



04

RUINED ABBEY

Abbey



LEVEL 1



LEVEL 2



LEVEL 3



ITEMS

No. Item

1	Map *	
2	Iron nail	
3	Mini medal	
4	Bronze shield *	
5	50 gold coins	
6	Mini medal	
7	Waterweed mould	
8	Bandit's grass skirt	

*That's it!

MONSTERS

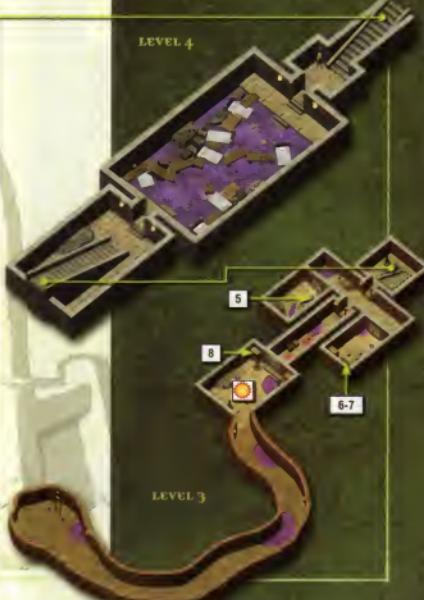
No. Name

No.	Name	HP
21	Healslime *	24
32	Drackyma	33
33	Bullfinch	40
34	Bag o' laughs	34
35	Skeleton	46
36	Metal slime	4
40	Ryguy	39
44	Mummy boy	73
52	Walking corpse	94
62	Cambox *	61

1 Summoned by Bag o' laughs

2 A treasure chest on Level 2

LEVEL 4



THE ENTRANCE

You will see no sign of the entrance when you reach the Ruined Abbey. You need Angelo's ring to solve this puzzle. Examine the white stone marker (Fig. 1) and use the Templar's ring to enter the dungeon. (Your characters should have attained at least Level 12 by now.)

From now on, you can go directly to the Ruined Abbey by casting the Zoom spell. This means that, if necessary, you can teleport to a town with an inn, spend the night there, and return to the ruins when you are fully rested. Make sure you have something simmering in the alchemy pot, as you won't be able to access this useful piece of apparatus once you enter the dungeon.

LEVEL I

Just keep running straight ahead until you reach the end of the passage, then turn right and go down the steps.



LEVEL 2

There are two treasure chests in an alcove to the left in the (eastern) wall (Fig. 2). The one on the right contains the [map](#), but the one on the left turns out to be a [monster](#) in disguise. You should only examine this chest if you want to fight a cannibal. If you do decide to tackle this monster and manage to defeat it, you might receive an [iron nail](#), a vital ingredient for upgrading your boomerang.

Cross to the other side of the room. In an old cupboard next to the ladder you will find another **iron nail**.

Climb down the ladder. (You could also use the stairs on the south side of the ruins, which would be quicker, but you'll miss out on the items on Level 3.) Don't forget to check the bookcases in this room to read an interesting diary and find out another recipe for the alchemy pot.

LEVEL 3

There is a pot in the chamber to the east containing a **mini medal** and the treasure chest in the large room (Fig. 3) conceals a **bronze shield** for Yanguo or the Hero to equip. Now go through the west door, which will close automatically after you walk through it, and can only be opened from the other side. Follow the passage and go down the stairs to Level 4.



The Metal Slime

Defeating just one metal slime can earn you an incredible 1350 experience points. What's more, the monster only has 4 HP and is not even particularly dangerous. This sounds too good to be true, and of course it is! There is one major snag when it comes to bagging one of these little grey cuties: each hit only inflicts one point of damage... if you're lucky! The metal slime may dart out of the way or your attacks may simply bounce off its hard metal body. The monster also frequently flees to safety.

You have not yet learned any skills that will enable you to inflict much damage on a metal slime. One notable exception is Yangu's Halchen Man ability, although it is highly unlikely that such an attack will be effective. If you do manage to hit the target with this move, however, you will tell your opponent with a single blow. You can also hope for success by launching conventional attacks and praying for a critical hit. An alternative strategy involves throwing holy water at the metal slime, whereby each dousing is guaranteed to claim 1 HP. Even then you can't be certain that your liquid opponent won't simply run away.



LEVEL 4

Beware the purple water in the lower level, as it is poisonous to the touch. Cross the room safely by climbing over the furniture on the right-hand side (Fig. 4), thus avoiding any contact with the toxic liquid. Take the stairs up to Level 3 when you get to the other side of the room.



04

LEVEL 3

Collect the items in the rooms either side of the central corridor (see map on page 126) and then confront the boss. (Don't forget to bag the **bandit's grass skirt** in the room where the boss is lurking.) Restore your team to full health and give Jessica some medicinal herbs before you engage the monster in battle.

Boss

Make sure that Jessica has plenty of healing items with her. She should weaken your enemy's Defence in the initial bout of fighting by casting Sap and then concentrate on healing thereafter. Have Yangus psyche up his tension to 50 and then attack the boss.

The Hero should also start by building up tension. When the boss summons two monsters to its aid (Fig. 5), deal with them first. The skeleton doesn't pose much of a threat, but the walking corpse can reduce tension on sight and should therefore be defeated as a matter of urgency. A boomerang Power Throw should do the trick.

Always be aware of the amount of damage you are inflicting on the boss. You shouldn't have to psyche up to maximum tension more than once, although the battle isn't over until you have defeated all your opponents, including the skeleton. After the battle you will find a gold rosary, and your entire party's HP and MP are fully restored. This treasure also increases the wearer's Wisdom by 5 points, so may be handy for Jessica if she is using a lot of magic.

Now follow the tunnel to the end and climb the ladder to emerge at the rear entrance to Abbot Francisco's dwelling.

263 BOSS III

Zombie

HP	425	Attack	66	Agility	36
MP	255	Defence	35	Level	20
Item	Gold Rosary				
EXP	680	Gold	200		



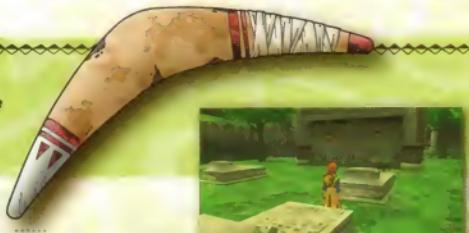
05

The Alchemy Pot

The super boomerang

As soon as you have left the Ruined Abbey and can access the alchemy pot again, you should try this useful recipe:

boomerang + iron nail = reinforced boomerang



06

ABBOT FRANCISCO

When you arrive outside the Abbot's abode (Fig. 6), smash the barrels by the wall, as one contains a **mini medal**. Now enter the house and talk to the old man on the top floor. This starts a cutscene, which eventually ends with your party locked in a prison cell.



07

BEHIND BARS

Speak to all your fellow prisoners at least once, then pace up and down in your cell until Angelo appears. He takes you to the torture chamber, where you should examine the iron maiden. Doing so reveals a secret passage that leads to the barn northeast of Maella Abbey.

As you leave the barn, you will see that the abbey is on fire. Run to the abbey's main entrance (where you can still save your game in spite of the fire) and then cross the burning bridge to trigger a cutscene, after which you will find yourself inside the house. Speak to Angelo and answer "Yes" to his question. After another cutscene, you will wake up on the first floor of the abbey. Leave the bedroom and speak to the guards in front of the

double doors (Fig. 7) and, once inside the room, read the books in the bookcase, then talk to Marcello. You finally receive your very own *world map*, and welcome a new companion: Angelo, who will be waiting for you at the front door as you leave Maella Abbey. Your party is now complete and you set off to the next town together: Ascantha here we come!

MAPS

KINGDOM OF ASCANTHA

Ascantha

MONSTERS

BETWEEN MAELLA ABBEY AND THE RIVER

No.	Name	HP
8	She-slime	18
21	Healslime	24
25	Lump mage	38
26	Winky	40
27	Spiked hare	42
28	Chainine	38
29	Giant moth	36
30	Dingaling	28
31	Jargon	73
32	Drackyma	33
33	Bullfinch	40
34	Bag o' laughs	34
35	Skeleton	46
36	Metal slime	4
38	Morphean mushroom	45
39	Brownie	53
40	Ryguy	39
41	Puppeteer	75
42	Bodkin bowyer	48
43	Nightsneaker	52
44	Mummy boy	73
45	Hell Hornet	37
46	Pan pipe	48
47	Slime knight	52
49	Treetface	64
50	Kisser	49
51	Diermon	64
78	Mum	65
79	Boh	80
236	Khalamarri kid	44
237	Sea urchin	16
240	King kelp	86

ITEMS

No.	Item
1	Chain mail
2	Silk robe
3	Mini medal
4	Fresh milk
5	Seed of magic
6	230 gold coins*
7	Seed of life
8	Seed of agility*
9	154 gold coins
10	Seed of defence*
11	Mini medal **
12	Agility ring **
13	Steel broadsword **

*From Rank 1 rewards

**

INFAMOUS MONSTERS

Name
Twiggy
Archer
Robster
Capers

*From Rank 1 rewards



MONSTERS

BETWEEN THE RIVER AND ASCANTHA

No.	Name	HP
21	Healslime	24
26	Winky	40
37	Scorpion	40
39	Brownie	53
41	Puppeteer	75
43	Night sneaker	52

1 House of the Reckless Chaperone

No.	Name	HP
44	Mummy boy	73
45	Hell helmet	37
47	Slime knight	52
48	Clockwork cuckoo	32
49	Treeface	64
50	Kisser	49

No.	Name	HP
51	Diemon	64
53	Fat bat	52
56	Chimaera	54
78	Mum	65
79	Boh	80
80	Jum	75
81	Boe	68

THE HOUSE BY THE RIVER

If you haven't already done so, you should now cook up a reinforced boomerang (see page 65). If your characters need to do some levelling up, they can also revisit the Ruined Abbey to hunt metal slimes. If your party members are all on Level 13 or 14 by now the detour is not necessary.

The route to Ascantha initially leads southwest, past Simpleton, and later turns eastwards. Look at the world map from time to

time to ensure that you don't miss the valley to the left, at the far end of which there is a treasure chest containing chain mail (Fig. 1). A little later you will come to a house on the left of the path, by the river (Fig. 2), inhabited by an old married couple. Show what a perfect guest you are by taking the silk robe (for Jessica) from the cupboard. You'll also find a mini medal hidden in a barrel.



01



02

Angelo

Note that Angelo is now miraculously wearing his Templar's ring, even if another character previously had it on their finger. You should already have a scale shield and a feathered cap in your bag for your new team member. As part of his training, Angelo

should first concentrate on learning sword skills to make his attacks more deadly. He is also a powerful sorcerer, although initially he knows very few attack spells. (Learn more about Angelo's skills on page 33.)

THE RIVERSIDE CHAPEL

You will see the Riverside Chapel across the river on the right. Not only can you save your game here, you can also spend the night by speaking to the nun. The first overnight stay is free of charge, but you would normally have to shell out 10 gold coins. On no account should you refuse this special offer, because during the night a beautiful cutscene will reveal more about Angelo's past.

You will find a seed of magic in the cupboard next to the bed. If you approach the cow grazing next to the chapel (Fig. 3), you will obtain a bottle of fresh milk. (This happens whenever you "talk" to a cow for the first time.) Note that the chapel is a destination for the Zoom spell, and don't forget to talk to any other cows that you meet on your travels from this point on, however embarrassed you might feel!



03

EXCURSIONS

Some distance southeast of the house by the river, there is a chest containing a seed of life. (Don't approach it by going down to the river bank, instead go via the meadow above.) The treasure chest situated to the north of the house, which contains 230 gold coins, is easier to reach: just go up the slope behind the house.

Northwest of the chapel you will see a chest on the river bank on the right containing a seed of agility. You can only reach it by making a detour from the north. First, save your game in the chapel, as dangerous monsters abound in the north, including the Chimera (Fig. 4), which can inflict 30 points of damage on each of the four characters when it attacks! The Demon can also strike hard (the toe is found in the south). He can inflict 60 points of damage if he "throws" a six before launching his special attack. However, the local infamous monster, the Sharpshooter (Archer), is relatively harmless.

Apart from the above, there is nothing else to collect in this area at this point, as the three remaining chests are locked. Continue along the road to Ascantha. Bear right and skirt round the town when you reach it (Fig. 5) to get your hands on a treasure chest containing 154 gold coins. (You will pass the chest on the beach later if you don't want to make the detour just yet.)



04



05

ITEMS

No.	Name	Icon
1	42 gold coins	gold
2	Mini medal	medal
3	Medicinal herb	herb
4	Red mould	mould
5	Mini medal	medal
6	Plain clothes	clothes
7	Mini medal	medal
8	Rennel powder	herb
9	Lady's ring	ring

WEAPON SHOP

Item	Price	Equip On
Dagger	350	1
Short bow	750	2
Wizard's staff	1300	3
Edged boomerang	1360	4
Steel broadsword	2000	5

ARMOUR SHOP

Item	Price	Equip On
Leather dress	380	1
Bronze armour	840	2
Iron cuirass	1000	3
Bronze shield	370	4
Turban	410	5
Slime earrings	400	6

ITEM SHOP

Item	Price
Medicinal herb	8
Antidotal herb	10
Rennel powder	10
Holy water	20
Chimera wing	25
Moonwort bulb	30

PAVAN'S PROBLEM

The merchants in Ascantha stock a whole range of interesting weapons and armour. As you should have ample gold in your account by now, you can easily spare a couple of coins: for example, bronze armour for the Hero and an iron cuirass for Yangus are well worth considering. The latter is not much better than his current armour, but you can modify it later in the alchemy pot. (You'll be getting a wizard's staff for free very soon.) Don't forget to visit the town well.  [Page 201](#)

Ascantha has been in a state of official mourning for two years and it's your job to find out why. Head for King Pavan's apartments at the top of the castle, and watch as his maid-servant, Emma, tries in vain to attend on him. You can learn more about the King's plight from Emma and the Minister in the throne room on the floor below. To help him you must do the following:

Go to the castle at night. (If it is early in the day, go to the inn and sleep until nightfall.) Enter the throne room (Fig. 1) and try to

EMMA'S GRANDMOTHER

Leave Ascantha. It is best to teleport to the Riverside Chapel using the Zoom spell and walk the last few feet to the cottage. Speak to the old woman to learn about your next destination: Wishers' Peak. Her husband also has plenty of advice to offer on how to get there: go round the back of the house and down to the river (Fig. 2), take the path right and follow it all the way along the bank and you will soon see the entrance to a cave, which leads to Wishers' Peak.

speak to the King. Then go back downstairs again. You will meet Emma on the floor below, who recounts a story her grandmother once told her. You already know her grandmother: she lives in the house by the river.



01



02

WISHERS' PEAK

ITEMS

No.	Item	Icon	Quantity
1	Wizard's staff		1
2	Map		1
3	Templar's shield		1

MONSTERS

No.	Name	HP
21	Healslime	24
42	Bodkin bowyer	48
44	Mummy boy	73
45	Hell hornet	37
47	Slime knight	52
49	Treeface	64
51	Diemon	64
52	Walking corpse	94
53	Fat bat	52



THE CAVE BY THE RIVER

Cross the first large cavern (Fig. 1) and enter the passage on the left, where you will see a chest containing a *wizard's staff*. Now head for the steps leading out of the cave.



01

AT WISHERS' PEAK

You emerge at the foot of Wishers' Peak. (When outside the cave you can teleport to a safe place in an emergency using the Zoom spell or a chimera wing.) Follow the path and take the first fork to the right (Fig. 2), up the grassy trail. You will reach a cave entrance a little way up. Enter the cave and keep left until you come to a dead end, where you will see a chest containing the *map* of the area. Turn back and exit the cavern by climbing up the rope in the alcove opposite the entrance (Fig. 3).



02

You will now be out in the open again. Follow the path and you will eventually see a fork beyond the bridge. Go uphill to the right and you will come to the next fork a little further on (Fig. 4). The right fork leads to a grassy path up to the peak, but you should ignore this route for now and continue round the side of the mountain until you reach a dead end, where you will find a chest containing a *Templar's shield* for Angelo. (You can now sell his scale shield.) Return to the fork in the path and continue up to the peak.



03



04



SUMMIT MEETING

Nothing much seems to be happening on the peak at first, but when you look at the shadow of the window frame (Fig. 5), you will notice that it is lengthening suspiciously quickly. Wait a moment until it reaches the wall and forms the shape of a door.



05

ASCANTHA CASTLE

After you leave the "moon world", you will find yourself transported directly to the ground floor of Pavan's castle (Fig. 6). Go up to the throne room. A lengthy sequence now follows, which results in the end of official mourning being declared in the kingdom of Ascantha. You have accomplished your task and can continue on your journey.



06

MONSTERS

No.	Name	HP
8	She-slime	18
16	Drackmage	19
21	Healslime	24
34	Bag o' laughs	34
35	Skeleton	46
41	Puppeteer	75
42	Bodkin bowyer	48
43	Night sneaker	52
44	Mummy boy	73
45	Hell hornet	37
46	Pan pipe	48
47	Slime knight	52
48	Clockwork cuckoo	32
49	Treeface	64
50	Kisser	49
51	Diemon	64
52	Walking corpse	94
54	Night fox	56
55	Paprikan	54
56	Chimaera	54
57	Hood	60
58	Headhunter	54
59	Minidemon	58
60	Gorilla	85
79	Boh	80
236	Khalamari kid	44
239	Yabby	41
240	King kelp	86

PICKHAM REGION

ITEMS

No.	Name	
1	Seed of defence*	**
2	Seed of defence	
3	Mini medal	
4	Fresh Milk	

*This is key ** See also no. 10 on page 129

INFAMOUS MONSTERS

Name
Robster



1 On the beach

1 Same as no. 3 on page 129

SOUTHWARD BOUND

When you leave Ascantha, Yangus talks about your new destination: Pickham, an unsavoury-sounding town far to the south. For the first time in the game, you must make your way without a path to guide you, but all you need to do is head southwards. Going slightly east will take you to the beach, where the attractions include a treasure chest containing a **seed of defence** and the infamous monster, Little Nipper (Robster), who you can easily defeat. From here, continue southwest to the Lakeside Cabin (Fig. 1), where you can save your game and spend the night.

Leave the Lakeside Cabin and continue southwest. After a while, you will see the start of the road to Pickham (Fig. 2). En route, you notice a building on the left, with a strange-looking man standing on the roof. This is Morrie – it is very important that you make his acquaintance. After this memorable encounter, proceed to Pickham.

Mister Morrie

There is a stone ramp at the side of the building that leads up to the roof. Go up and talk to Morrie (Fig. 3).

Morrie hands you three pieces of paper: Morrie's memo 1, 2 and 3. Each one contains information on an infamous monster. Thus begins the longest side-quest in the game. (1) Pages 202-207 You have already seen one of the monsters around Maella Abbey: the Hollow Knight, Lonely Joe. Another, Squiggle, dwells very near. Smiles is the furthest away of the three. When you encounter Smiles, we will return to Morrie's task (page 148 onwards).



01



02



03



DICKHAM

Pickham

ITEMS

No.	Item
1	Cowpat
2	26 gold coins
3	Boxer shorts
4	Mini medal
5	Seed of wisdom
6	30 gold coins
7	Fresh milk
8	12 gold coins
9	Rennet powder
10	Bunny tail
11	1000 gold coins
12	Waterweed mould
13	Mini medal
14	Chain mail
15	Seed of strength
16	Mini medal
17	Magic water
18	35 gold coins
19	Red mould
20	Mini medal
21	Amor seco essence
22	Mini medal
23	Holy water
24	Seed of life
25	Mini medal *
26	Power shield *
27	Rune staff *

* Item is key

WEAPON SHOP

Item	Price	Equip On
Poison moth knife	950	
Hunter's bow	1700	
Steel broadsword	2000	
Iron axe	2600	
Holy lance	2700	

ARMOUR SHOP

Item	Price	Equip On
Bronze armour	840	
Leather cape	1100	
Dancer's costume	1300	
Iron shield	720	
Iron helmet	1100	

ITEM SHOP

Item	Price
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimaera wing	25
Amor seco essence	120



Inn

Price: 12 gold coins (per person)

YANGUS AND BRAINS

You will find yourself unable to leave the "delightful" town of Pickham until you have performed several tasks, the first of which is attempting to find a gentleman called Brains. The only way to reach the entrance to his house is by crossing the town rooftops. You can access them in the southeastern part of Pickham right beside one of the pubs. Once you are on the roof, go west and then north to reach more steps leading down (Fig. 1). After all this effort, when you reach your destination you will find that Brains isn't home. But don't forget to have a look around his house and read the books in the bookcase while you're there.



01

Now go and speak to Trode, who is ensconced in the pub to the north of town. You may want to throw something else into the alchemy pot before you talk to him – you won't have another chance for a while, because during your chat with the king, you suddenly hear a commotion outside. You look out and, sure enough, the wagon is gone, along with the horse so close to Trode's heart.

The search for Medea is now your top priority. You will find the culprit in the dwelling northwest of the casino (Fig. 2), but unfortunately it turns out that he has already sold the goods on to Dodgy Dave the black market merchant. Dave lives behind a locked door in the east of town. To find him, enter the pub next door and talk to the man behind the counter (Fig. 3), who will then let you through. When you confront Dodgy Dave, he sheepishly explains that he has already sold the horse and cart to a thief called Red. The only good thing about this whole sorry saga is that you bag **1000 gold coins**!



02

When you leave the pub, Yangus explains that Red lives to the southwest of Pickham. You are now free to leave the town, and can also talk to Dodgy Dave at any time by asking the publcan next door.



03

Dodgy Characters

The far end of the main west route out of Pickham is always barred by a man during the day (Fig. 4). You must fork out 10 gold coins whenever you want to pass him! Simply use the other route further east if you don't feel like paying. You pay no toll at night, when the reprobate is catching up on some much-needed beauty sleep!

A man asks you for 5 gold coins outside the pub in the east of town, but you won't gain anything by making this charitable donation.



04

BRAND NEW ARMOUR

You will find a mini medal in the cupboard at Dodgy Dave's. You can now collect all the items apart from those in the treasure chests behind bars in the building in the west of town (Fig. 5). Don't forget to climb down the well. Page 201

You can spend some serious money at the weapon and armour merchants in Pickham. Worthwhile purchases are a leather cape for Angelo and a dancer's costume for Jessica. It may also be prudent to shell out for two iron shields and two iron helmets, but it depends on how much money you have left, as you may also be tempted to buy a hunter's bow for Angelo (if you want to switch to bows), and a powerful (but expensive!) iron axe for Yangus. You should resist the urge to buy the costly holy lance, as you can concoct one later in the alchemy pot.



05

Incidentally, equipping the dancer's costume has an interesting side-effect: it noticeably changes Jessica's appearance, not just in the cutscenes, but also when she is leading the team.

CASINO

The casino is located in the southwest corner of Pickham. If you're feeling like taking a break from all that energetic adventuring, you can try your luck at bingo or have a punt on the one-armed bandits. You play with tokens, which you can buy from the bunny girl on the left (Fig. 6). One token costs 20 gold coins. You can exchange any tokens that you win for prizes at the counter opposite.

PICKHAM CASINO EXCHANGE

Item	Tokens
Magic water	100
Silver platter	500
Agility ring	1000
Titan belt	1500
Rune staff	3000
Platinum headgear	5000

are little more than mediocre shields for Jessica or in their original state, but prove their worth when used in the alchemy pot.

An agility ring (AGL +15) will make a sluggish character more nimble, and the titan belt will increase Strength by 10. The rune staff is a decent weapon for Jessica or Angelo and, when used as an item, can increase the entire party's defence power, mimicking the effect of a Kabuff spell.

The platinum headgear makes an extremely effective helmet for the Hero or Angelo, although its price in tokens is exorbitant and the headgear doesn't really justify the time it would take you to win such a large amount. Of the six prizes available, this is the only one that cannot be used in the alchemy pot.

There is another casino in Baccarat, where the stakes are higher and where there are different prizes up for grabs. Unlike Pickham casino, you can also try your hand at roulette there.



06

Slot machines

All eight machines in Pickham casino are one-token slot machines. To play, simply insert a token and start the game. If three matching symbols appear in the middle line (marked with a "1"), your initial stake is increased by a multiplier. To win the jackpot (1000 tokens) on any machine, you must roll a triple 7. Getting two cherry symbols will win you a consolation prize (five tokens). The stake multipliers for the other symbols are indicated at the top of each machine (Fig. 7).



07

You can bet up to five tokens per game. The more tokens you insert, the greater your chances of winning, as you can strike lucky with any one of up to five lines. However, you can only stake one token per line, hence the name "one-token slot machines"!

You cannot influence the final positions of the symbols. All you can do is insert your tokens and cross your fingers! Keep pressing the "up" directional button or pushing the analog stick upwards to insert up to five tokens and start the game. If you want to bet fewer than five tokens, simply press \times to start.

Each of the three barrels is marked with 21 symbols, at least one of which is a 7. The fourth machine from the left has six 7 symbols, so in theory, this machine offers the best odds of hitting the jackpot, although your chances of winning are still slight, whatever the machine.

Bingo

The minimum stake for bingo (Fig. 8) is five tokens and the maximum is 100 tokens. The game card consists of 5x5 squares. The square in the centre contains a joker, giving you a head start. The others contain randomly generated numbers from 1 to 24. The dealer draws ten numbered balls (the colours are irrelevant). If the numbers drawn form a vertical, horizontal or diagonal line of five on your card, you "go bingo" and win the game. The faster you go bingo, the higher the multiplier for your initial stake:

BINGO

Bingo	Multiplier
4 th ball	400
5 th ball	200
6 th ball	100
7 th ball	50
8 th ball	25
9 th ball	10
10 th ball	5



08

PICKHAM REGION

第六章



ITEMS

No.	Item
1	450 gold coins *
2	Leather whip *
3	Hairband
4	Mini medal
5	Spiked steel whip ***
6	Seed of agility ***
7	Garter ***
8	Mini medal ***
9	Mini medal
10	Iron shield
11	Farmer's scythe *
12	Seed of skill **
13	Gold ring **
14	Fresh milk

INFAMOUS MONSTERS

Name	
1	Salsa
2	Squiggles
3	Hork
4	Scorpius
5	Hazel ¹

1600 first formats

MY KINGDOM FOR A HORSE

After leaving Pickham, set off in a southwesterly direction. Along the way you will pass very close to two treasure chests. You will see Salsa (a.k.a. Pelvic Thruster) lurking around the chest containing **450 gold coins**. Think carefully before starting a fight with this powerful monster.

You will encounter Squiggles (Fig. 1), the infamous monster from Morrie's memo #3, on the beach. It shouldn't take you long to defeat this little critter as he's a pushover.



01

BED'S DEN

If you check the world map, you can't miss Red's Den, which is in an idyllic setting on an island surrounded by a moat. Talk to the man at the door (Fig. 2) and he'll let you in to see Red. The flame-haired brigand gives you a new task: to retrieve the Venus' tear from the Swordsman's Labyrinth. In exchange for this precious stone, you will be reunited with Trode's "jewel", who was snatched in Pickham. Don't forget to search the house before you continue northwards. Note that the metal door in the cellar is locked, so you will only find a **hairband** and a **mini medal** for now, plus another **mini medal** in a barrel in the barn.



1 On the beach 2 In the forest

THE SWORDSMAN'S LABYRINTH

There are four treasure chests in the vicinity of Red's Den and the Swordsman's Labyrinth. Two of these can only be opened with a magic key, which you do not yet possess. This leaves an **iron shield** to the northwest and a **farmer's scythe** to the northeast. To reach the scythe, you must cross a small swamp



03

(Fig. 3), losing approximately 5 to 10 HP in the process. It is a good idea to briefly go to the Swordsman's Labyrinth (Fig. 4) first, so that you can use the Zoom spell to make your return journey quicker and easier.



04

SWORDSMAN'S LABYRINTH

Labyrinth

ITEMS

No.	Item	Icon
1	Cowpat	apple
2	Map	map
3	11 gold coins	gold
4	62 gold coins	gold
5	Antidotal herb	apple
6	Mini medal	apple
7	Red mould	apple
8	Seed of magic	apple
9	Mini medal	apple
10	Kitty shield	apple
11	Mini medal	apple

MONSTERS

No.	Name	HP
21	Healslime ¹	24
44	Mummy boy	73
62	Cannibox ²	61
63	Goodybag	55
65	Mummy	66
57	Restless armour	61
68	Lost soul	52
69	Phantom fencer	65

¹ Summoned by restless armor

² Disguised as a treasure chest on Level 2



LEVELS 1 AND 2

You should have attained approximately Level 17 by the time you reach this dungeon. You will see the treasure chest containing the Venus' tear directly in front of you, but unfortunately you can't just snatch it and run back to Red! Even the map is tricky to get hold of. First, run along to the left and down the stairs to the second level, then open the first door on the right. In the room beyond that, a staircase leads down to Level 3. (You can omit this detour if you don't feel that you need the map.)



01

LEVEL 3

There is a pot containing a **cowpat** by the staircase on Level 3. How could anyone resist pocketing such a "fragrant" treat? You must then wade through some poisonous purple water (Fig. 1) for a few feet to reach the treasure chest containing the **map**. Now return to the second level.



02

LEVEL 2

Follow the corridor until you reach the intersection. If you want to collect lots of items, start by going straight ahead (west). The next room you come to has three doors. The middle door cannot be opened. The room behind the left door contains several pots. Six contain gold coins or items (including a **seed of magic**), while the treasure chest contains a **mini medal**. You will see two treasure chests behind the door to the right – the chest on the right contains a **kitty shield**, but the one on the left is a cannibox.



Once you have finished looting, return to the intersection and turn left (north). Do NOT try to open the door at the far end of the corridor (Fig. 2), as you will be knocked backwards through the hole in the floor (which you should also take care to avoid when walking down the corridor), back down to the room on Level 3 containing the treasure chest with the map. Instead, continue eastwards until you reach the other door. Go through and take the staircase down to Level 3.



LEVEL 3

The statue at the end of the corridor is blocking the entrance to another passage. Press **X** to grip the statue and pull it towards you (Fig. 3). Press **X** again to let go, then follow the passage until you reach the staircase to Level 4.



03

LEVEL 4

If you turn right at the first fork, you will find a pot containing a **mini medal**. Retrace your steps back to the fork and then follow the other passage until you reach a large room with a statue. Push the statue on to the dark square in the floor (Fig. 4) to lower the drawbridge. You can then access the last room on this level.

In this room you'll find a grid made up of 5x5 slabs on the floor, with two statues at the edge of the grid, which can be pushed along the sides. If you step on to the slab where the line of vision of each of the two statues meets (Fig. 5) you will be catapulted up to the ceiling. To help you figure out where to stand, press **□** and look up – you will see a hole in the ceiling...



04

LEVEL 1

First, read the sign to the right of the staircase (Fig. 6) to restore full HP and MP to all characters, then approach the large treasure chest and prepare to fight the boss. Give a couple of characters some moonwort bulbs as an antidote to Asleep.



05

Boss

The boss has an extremely high attack power. Some of its attacks can inflict critical hits, which could be lethal to weaker characters, so you should ensure that everyone has plenty of HP. We recommend allocating roles as follows: the Hero should concentrate on healing or attacking, Yangus should build up tension and attack, and Angelo should heal and cast support spells (e.g. Kabuff – using the rune staff from the casino has the same effect). Jessica should build up tension and use the Twin Dragon Lash or, if she is physically weak, a powerful fire spell. Ice spells (e.g. Crackle), or explosions (e.g. Bang), have little effect, while Sap and Helm Splitter are totally useless. This would be a good time to use the Oomph spell if you have already mastered it. Magic Barrier is also handy, if Jessica has learned it (Staves, 31 skill points).



06

Remember to take any weapons away from a Confused character. If any character succumbs to the status of Asleep, Angelo should cast Tingle. However, if Angelo himself falls asleep, the Hero must intervene. He learns this useful spell when his Courage reaches 16 skill points. A moonwort bulb will rouse his comrades if he has not yet mastered Tingle.

Once you have defeated the boss using your most powerful attacks, he will leave the Venus' Tear behind. You can now exit the dungeon (using Evac) and make your way back to Red's Den.



264 BOSS IV

HP	1100	Attack	92	Agility	50
MP	255	Defence	60	Level	23
Item	Venus' Tear				
EXP	1020	Gold	660		
Material					

RED'S DEN AND PICKHAM RELOADED

In exchange for the Venus' tear, Red returns your wagon and all its tackle, including the alchemy pot, which you can start using again immediately. You should now return to Pickham. You can do a spot of business with Dodgy Dave if you like, or flirt with Lady Luck in the casino (see page 138).  Page 207

One thing you must do while you are in Pickham is speak to Brains. Make your way across the rooftops again to his house (surely you remember how to get there, via the steps in the southeast part of town?). Brains advises you to head west from Port Prospect, now that the road is no longer blocked by a rockslide. You can use the Zoom spell to reach Port Prospect, and proceed westwards from there in the direction of the Kingdom of Trodain.

The Alchemy Pot

Mixing tips

If you have won four silver platters in the casino, you can make the following mixtures:

 silver platter + iron shield = white shield (for Jessica and Angelo)

The useful agility ring can be turned into a piece of headgear for the Hero, resulting in DEF +23 and AGL +15:

 agility ring + bandana = mercury's bandana

You need the following mixture for Dodgy Dave:

 2x strong medicine = special medicine

And if Yangus doesn't already have an iron axe:

 2x farmer's scythe = iron axe



KINGDOM OF TRODAIN



ITEMS

No.	Item
1	Mini medal
2	Slime crown
3	Sladgehammer *
4	Seed of magic *
5	630 gold coins *
6	Cannibox (Monster)
7	Lesser panacea **
8	Seed of defence **
9	Fresh milk

* Thief's key ** Magic key

INFAMOUS MONSTERS

Name
Pottbelly
Snapcase
Smiles
Moppel

INN (hilltop hut)

Price: 3 gold coins (per person)

INN (west trodain church)

Price: 15 gold coins (per person)

MONSTERS

IN THE SOUTH OF THE KINGDOM

No.	Name	HP
2	Candy cat ¹	10
14	Bodkin archer	21
16	Drackmage	19
17	Beetleboy	16
61	Mud mannequin	63
71	Rockbomb	68
73	Muddy hand	49
74	Terror tabby	56
75	Devilmoth ¹	70
76	Buffalo wing	74
80	Jum ¹	75
81	Boe ²	68
83	Pink pongo	81

¹ In the forest.



HILLTOP HUT (INN)

When you go west from Port Prospect as instructed by Brains, you will come across the Hilltop Hut (Fig. 1) at the top of a hill (strangely enough!). Speak to the man inside if you want to spend the night there – he offers very reasonable rates (3G per person). You can also speak to the old nun in the corner to save your game.

Don't forget to look down the well. Note: A slime crown is an ingredient for several important alchemy pot recipes. You should never sell this item, even if you find a better helmet for Yangus.

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Info

The reasonable prices and convenient location make the Hilltop Hut a good destination for the Zoom spell if ever you want to save your game and/or stay the night to recuperate.

MONSTERS

IN THE WEST OF THE KINGDOM

No.	Name	HP
21	Healslime	24
72	Dieabli	78
76	Buffalo wing	74
77	Mumboh-jumboe ³	345
78	Mum	65
79	Boh	80
80	Jum	75
81	Boe	68
83	Pink pongo	81
87	Garuda	80
105	Hawk man	95

¹ Merge of mumm, boh, jum and boe

MONSTERS

IN THE NORTH OF THE KINGDOM

No.	Name	HP
1	Slime	7
2	Candy cat	10
4	Dracky	10
13	Dancing devil	20
17	Beetleboy	16
62	Cannibox ²	61
70	Hipster	70
72	Dieabli	78
74	Terror tabby	56
75	Devilmoth	70
78	Buffalo wing	74
77	Mumboh-jumboe ³	345
78	Mum	65
79	Boh	80
80	Jum	75
81	Boe	68
87	Garuda	80

¹ In the forest.

² Disguised as a treasure-chest.

³ Merge of mumm, boh, jum and boe



DESOLATE KINGDOM

After your visit to the hut, return to the foot of the hill and head round the other hill to the north. Note that you cannot yet open the nearby treasure chest that contains a seed of defence. As you continue westwards, a cutscene kicks in. You will see from the map that the only way to Castle Trodain in the north is through the tunnel at the western end of the mountain range.

Watch out for rockbombs (Fig. 2): if they only have a few HP left, they may sacrifice themselves using Kamikaze, which could annihilate your entire party at a stroke! You should therefore always try to defeat them with high tension.

Muddy hands aren't particularly dangerous themselves, but they have a habit of summoning their friends into battle as backup, which can be bothersome. A risky situation could arise if you bump into a gang consisting of mum, boh, jum and boe. These monsters merge to form the dangerous mumbob-jumbob (Fig. 3), so you should defeat one of the quartet as soon as possible. As boh can resurrect fallen comrades, it is a good idea to deal with him first.



02



03



WEST TRODAIN CHURCH

At the other end of the tunnel is a lone church to the left (Fig. 4) where you can save your game, spend the night (for 15G per person) and sell any redundant items to the merchant. However, you cannot add the church to your list of Zoom destinations.

Castle Trodain is to the northeast of the church. If you make a slight detour to the nearby treasure chest, you will be rewarded with 630 gold coins. Also watch out for two canniboxes lurking in the vicinity – one of which is an infamous monster.

2x cypress stick + iron lance = long spear (the Hero)

The long spear can be mixed with a gold rosary to produce a holy lance, although you can also buy one in Pickham.

Items left behind by the monsters from this region can also be thrown into the pot:

rockbomb shard + wizard's staff = magma staff

rock salt + fresh milk + rennet powder = soft cheese



04

ITEM SHOP

Item	Price	Equip On
Medicinal herb	8	
Antidotal herb	10	
Holy water	20	
Chimera wing	25	
Leather cape	1100	
Fur hood	1400	

CASTLE TRODAIN

Trodaín



ITEMS

No.	Item	Icon
1	Map	Map icon
2	Magic key	Key icon
3	Templar's sword *	Sword icon
4	Gold bracer	Bracer icon
5	Mini medal	Medal icon
6	Magic beast hide	Leather icon
7	46 gold coins	Gold icon
8	Mini medal	Medal icon
9	Garter	Garter icon
10	Mini medal	Medal icon
11	29 gold coins	Gold icon
12	Rock salt	Rock icon
13	Waterweed mould	Leather icon
14	150 gold coins	Gold icon
15	Mini medal	Medal icon
16	Seed of magic **	Seed icon
17	Yggdrasil dew **	Seed icon
18	Rusty old sword **	Sword icon
19	Mini medal **	Medal icon

* Magic key ** Ultimato key

MONSTERS

No.	Name	NP
66	Cureslime	54
71	Rockdome	68
82	Hunter mech	71
84	Liquid metal slime	8
85	Wallin' weed	59
87	Garuda	80
88	infernal armour	88
89	Dragonthorn	164

MY HOME IS MY CASTLE

After opening the castle gates, you will witness a flashback. Eventually you will learn that your next destination is the castle library. Although this is situated immediately to the left of the entrance, you must make a substantial detour to reach it. The route to the library (outlined below) will take you past lots of items. First go up the central staircase (Fig. 1), take the map from the chest and enter the hall on the 2nd floor.

Info

Your characters should have attained at least Level 18 by the time you reach Trode's castle – the higher the better. If you encounter a gang of armours and dragonthorns for example, things could get very tricky. Both types of monster have a group attack that inflicts more than 35 points of damage on each party member. The armours can also summon another monster as backup. Always be sure to heal your characters after a battle. Note: As in any dungeon, you can use Evac to flee, but unlike most dungeons, you can access the alchemy pot while you are inside.

You may also encounter an extremely timid creature in Castle Trodain: a liquid metal slime. Defeating this monster will earn you 10050 EXP but it's harder to vanquish than it looks, of course! Try your luck with Hatchet Man (Yanguis) or Thunder Thrust (the Hero). While we're on the subject of luck, you may find that you never actually have the pleasure of encountering one of these elusive little monsters during your sojourn in the castle.

2ND FLOOR

Leave the hall via the door on your left. Go through the first door on the left in the room behind, which leads to a storeroom full of items (Fig. 2). The treasure chest on the left holds the magic key, which you can use to open several other chests, including one on the right, containing a Templar's sword for Angelo. You should also rummage through the sacks and barrels before returning to the great hall. Cross the hall and exit via the door opposite.

If you are a keen collector of mini medals, make a slight detour to the right, into the east wing. Go through the door on the right. Alternatively, you could just go straight to the staircase leading to the 3rd floor.



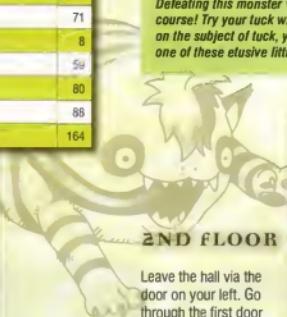
07



ENIGMAS OF TRODAIN



02



2ND FLOOR, EAST WING

In the east wing you will see four treasure chests behind a metal door (Fig. 3), which even the magic key cannot unlock. Go down the stairs on the right to the ground floor. There are three pots on the mezzanine floor. The middle one contains **46 gold coins**. At the bottom of the stairs, you will see two barrels in the corner between the doors. The one on the left contains a **mini medal** (the 26th if you have collected them all so far). You can now return to the main part of the castle (2nd floor) and take the staircase up to the 3rd floor.



03

3RD FLOOR

Make a detour to the Princess's chambers (the third door in the south corridor), where you will find a wardrobe with a **garter** in it. Next, go to the room to the northeast, where there is a cupboard containing another **mini medal**.



04

The room to the northwest has three barrels. The one on the right contains **29 gold coins**. Go through the door and on to the balcony, then round the corner to the right. Enter the tower and go all the way down to the bottom of the spiral staircase.



05

The Alchemy Pot

Mixing tip

A garter is not only a defensive accessory for Jessica, but also an element of a mighty weapon for Angelo:

garter + hunter's bow = Eros' bow

You can buy a hunter's bow for 1700G in Pickham.



1ST FLOOR

You are now in the northwest corner of the 1st floor. The entrance to the library is in the southwest part of this floor.

Cross the throne room (Fig. 4) and leave it via the door on the other side, on the right. There is now only one more door between you and the library. First, however, you can go through the door on the right, which will take you to the other side of the room containing the rock salt, where the last three items await you.

In the first room on the right you'll find a pot containing rock salt. The small staircase in this room is blocked, so head next door.

1ST FLOOR, LIBRARY

Once inside the library (Fig. 5) be sure to unlock the door on the left. This will enable you to enter directly from the courtyard, making future visits much easier. Troke asks you to look for a particular book, which you can find on the bookcase in the southeast corner, to the right of the overturned shelves. This will trigger a cutscene

in which moonlight shines through the window, casting an eerie shadow on the wall. Hmm, looks familiar... When you investigate the shadow, you find yourself paying another visit to Ishmahrí via the Moonshadow window. Before he can help you, you must find a special instrument for him. Return to the library and leave the castle.



06

Morrie's Memo Monster

The first time you leave Castle Trodain, you will meet an infamous monster, Smiles (Fig. 6), by the archway. You have already met the other two monsters described in Morrie's memos: Squiggles lives to the south of Pickham and Lonely Joe patrols the towpath near Maelfa Abbey.

If you want to find out more about Morrie's side-quest and Monster Arena.

Pages 202-207

When you visit Morrie, don't forget that you can now use the magic key to open the chest near Morrie's Place, which contains a **mini medal**.



The Magic Key

The magic key from Castle Trodain enables you to open numerous chests that could not be unlocked with the thief's key:

Hour:	See Map, Page	Item
Kingdom of Trodain	143	Lesser panacea
Hilltop Hut	143	Seed of defence
Red's Den	139	Gold ring, Seed of skill
Morne's Place	134	Mini medal, Seed of defence
Riverside Chapel	129	Mini medal, Agility ring, Steel broadsword
Maella Abbey	122	Mini medal



ASCANTHA CASTLE

MONSTERS

No.	Name	HP
10	Mischievous mole	15
63	Goodyoag	55
73	Muddy hand	49
85	Mad mole	65
90	Mars rover	78

Land of the Moles



THE TREASURE CHAMBER

You can glean information about finding the Moonshadow harp from Kalderasha in Farebury and Brains in Pickham. You can also Zoom directly to Ascantha without seeking their advice.

Enter the throne room (on the 4th floor: see map on page 131) in the daytime and talk to King Pavan (Fig. 1). He will take you to the treasure chamber in the cellar, but unfortunately it soon becomes clear that the item you are looking for is no longer there. Go through the hole in the wall and into the tunnel. There are no items to be found here. Keep to the right initially (heading west) and then run straight ahead until you reach the end of the cave. The exit to the Land of the Moles is on your right.

LAND OF THE MOLES



ITEMS

No.	Item	
1	Seed of life **	
2	Mini medal *	
3	Fresh milk	

* Thief's key ** Magic key

INFAMOUS MONSTERS

Name	
Doug	

MONSTERS

No.	Name	HP
10	Mischiefous mole	15
56	Chimara	54
85	Mad mole	65
90	Mars rover	78
105	Hawk man	95

BEYOND ASCANTHA

The local tourist attractions include a cow, two treasure chests and an infamous monster. If Morrie has already promoted you to the post of Team Owner, you can defeat and recruit Doug or simply make off with the copper coin. Page 202-207

Your destination in the Land of the Moles is the entrance to the Mole Hole (Fig. 1).

ITEMS

No.	Item	
1	Map	
2	Mini medal	
3	Seed of defence	
4	Stone hardhat	

MONSTERS

No.	Name	HP
10	Mischiefous mole	15
71	Rockbomb	68
73	Muddy hand	49
85	Mad mole	65
90	Mars rover	78
91	Peeker	78



Follow the passage and proceed to the large chamber. You will find a chest containing the **map** by the west wall. Now head south out of the chamber and follow the tunnel to the left. The moles have marked all the tunnel entrances and exits with torches, which should help you to find your way (Fig. 1).

01



Info

After your experiences in Castle Trodain, the Mole Hole shouldn't pose too many problems.

Beware of any peepers that you might come across, as a critical hit from these inconspicuous monsters

can inflict up to 50 points of damage. Peepers are expert exponents of Bounce (which reflects spells), so avoid using magic when battling them. They are also adept at dodging conventional attacks, just to make things really difficult for you!

LEVEL 2

In the first chamber, make for the two torches on the left. You will see two pots against the wall to the right, one containing a mini medal and the other a **seed of defence**. Go through to the second chamber, where there is a treasure chest containing a **stone hardhat** (Fig. 2). The passage down to the third level is in the tunnel beyond the chest.



02

LEVEL 3

Descend the slope on the left to reach the giant mole. Have a chat with the smaller moles (Fig. 3) if you wish. This is also a good opportunity to heal your characters. The battle doesn't commence until you talk to the boss and tell him that you have heard enough (but feel free to listen to the boss's "singing" for a while).



03

WALKTHROUGH

LAND OF THE MOLES



Boss

The boss is accompanied by a group of soul moles. To beat the boss, you must also defeat all of his little helpers, but don't spend too long trying to wipe them out, as the boss will simply summon new ones. Concentrate on the big guy and you can't go far wrong.

At the start of the battle, the boss tries to induce a state of confusion, which will affect not only your entire party, but his own helpers as well! Confused soul moles can be very useful, as they may attack their leader in their disorientation. If any of your characters are confused, simply take away their weapons and wait for the condition to wear off. The boss will launch another confusion attack a few turns later.

A simple strategy should suffice, with the Hero, Yangus and Jessica building up tension and attacking while Angelo concentrates on increasing the characters' Defence using Kabuff, and healing. The Hero can also help with healing if it's required, which it probably will be, as the boss has a penchant for stamping hard on the ground and inflicting up to 50 points of damage on all characters.

265 BOSS V

Beast

HP	1280	Attack	132	Agility	64
MP	0	Defence	76	Level	18
Item					
	Moonshadow harp				

EXP 1160 Gold 360

266 SOUL MOLE

Beast

HP	88	Attack	80	Agility	55
MP	0	Defence	80	Level	20
Item					
	-				

EXP 68 Gold 16

If Jessica has mastered Oomph (from Level 19), she should use it to increase her attack power: one Twin Dragon Lash at a tension level of 50, reinforced with the Oomph spell, could be lethal. However, Sap and Helm Splitter will have no effect on the boss.

MUSIC IN THE AIR

Defeating the boss in the Mole Hole earns you the coveted **Moonshadow harp** that you promised to take to Ishmahri. Return to the library in Castle Trodain. This time you can enter the library directly from the courtyard rather than through the castle, provided that you unlocked the door from the inside last time

(see pages 146+148). You must go there at night, as the Moonshadow window doesn't appear during the day. (If necessary, go to an inn and select "rest until evening".) Once Ishmahri receives the harp, he will help you to acquire your very own ship.

THE OCEAN

THE SHIP

Ocean

Now that you have a ship, you can travel all over the world. Get ready for a life on the ocean waves! You start northeast from Peregryn Quay and head for the western continent. The ship is already pointing in the right direction. You are only a stone's throw from the small island where Princess Minnie's Castle is situated (Fig. 1), so drop anchor there first. You can use the Zoom spell to teleport back to Peregryn Quay and save your game.



Steering: Guiding the ship couldn't be easier, as it is just the same as moving the Hero: simply press the left analog stick/directional buttons in the direction in which you want to move.



Mooring: Just steer the ship towards the shore if you want to land (or press \odot on the shore). You will be offered the option to disembark, unless you have anchored next to a cliff or mountain range.



Zooming: The ship "follows" you when you use Zoom to teleport to a different location. It always moors close to your destination, so just glance at the map to check its exact position (Fig. 2). You can often see it in the distance when you're walking around. When you enter a harbour town, the ship will be berthed at the landing stage.

SEAS AND ISLANDS

A sea voyage may be bracing and good for the soul, but it is not without its perils (Fig. 3). You should be aware that the monsters in far-flung places become increasingly dangerous. Use this double-page overview for an accurate assessment of the dangers in store: after all, it would be a big mistake to mess with a group of tentaculars without doing a little homework first.

Needless to say, apart from the smaller islands shown here, the larger land masses and the enormous western continent are ripe for exploration. These territories are covered elsewhere in the guide when the plot takes you there. You cannot yet access some regions, such as the large island in the south, as you are unable to land on the cliffs.



ITEMS
No. Item

1	Iron armour **	
2	Bronze knife	
3	Seed of life *	
4	Iron mask **	
5	950 gold coins	
6	Platinum sword **	
7	Mimic **	
8	Fresh milk	

* Teleport key * Magic Eye

MONSTERS
OCEAN — A
No. Name

No.	Name	HP
105	Hawk man	95
237	Sea urchin	32
241	Wild boarfish	62
246	Eveel	96

OCEAN — D
No. Name

No.	Name	HP
118	Hades condor	102
236	Khalamari kid	52
238	Man o'war	56
240	King kelp	86
244	Squid kid *	74
248	King squid	261
252	Foul anchor	47
259	Tentacular	502

1 Summoned by King Kelp

UNNAMED ISLE II

(1) (1) PHALERA TAMED

No. Name

No.	Name	HP
66	Cureslime	54
97	Bodkin fletcher	88
106	Tap devil	85
112	Iron scorpion	64
119	Frogman	116

UNNAMED ISLE V

IN THE FAR SOUTHWEST, NOT MARKED ON THE MAP

No. Name

No.	Name	HP
1	Slime *	44
62	Cannibox	61
84	Liquid metal slime	8
120	Mimic	144

1 Summoned by King Kelp

INFAMOUS MONSTERS
Name

	Jewelbag
	Fat cat
	Nightwing
	Clio
	Seasaw 1
	Metable 2,4
	Spike 1
	Bladewolf 3

1 From Rank F

2 From Rank B

3 From Rank D

4 At either one of the two locations


OCEAN — C
No. Name

No.	Name	HP
236	Khalamari kid	52
243	Sea angel	82
248	King squid	261
254	Siren	112

OCEAN — E
No. Name

No.	Name	HP
129	Shade	86
236	Khalamari kid	52
242	Anchorman	80
248	King squid	261
250	Pigmalion	100
253	Poison eel	110
259	Tentacular	502
260	Abyss diver	230

UNNAMED ISLE III

EAST OF THE ISOLATED PLATEAU

No. Name

No.	Name	HP
95	Puppet player	100
98	Venom wasp	92
102	Battle beetle	57
104	Skeleton soldier	94
107	Mushroom mage	81
109	Jumping jackal	111
111	King slime	210
113	Toxic zombie	116
115	Volpone	107
117	Skullrider	109

1 In the forest

UNNAMED ISLE IV

WEST OF THE ISOLATED PLATEAU

No. Name

No.	Name	HP
98	Venom wasp	92
102	Battle beetle	57
111	King slime	210
113	Toxic zombie	115
115	Volpone	107

CAPE WEST OF DICKHAM
No. Name

116	Bomboulder	115
121	Magic dumbbell	78
132	Hoodlum	123
136	Jabberwockes	645
137	Jab	90
138	Ber	75
139	Kee	75
140	Woc	75
142	Robo-robin	99
143	Puppet master	130



PRINCESS MINNIE'S CASTLE

Castles

THE MINI MEDAL ISLAND



ITEMS

No.	Item
1	Mini medal *
2	Fresh milk

* Thief's key

INFAMOUS MONSTERS

Name
Steropes *

1 Fresh milk is offered

MONSTERS

No.	Name	HP
66	Cureslime	54
97	Bodkin fletcher	88
106	Tap devil	85
112	Iron scorpion	64
119	Frogman	116



You may encounter some extremely powerful monsters in the short distance from the shore to the castle. If you are confronted by a group of frogmen, make sure you build up plenty of tension before you attack, or you will have their dangerous backs to contend with. Talking of backs, you will find a chest round the back of the castle, containing a mini medal.

If you notice at this point that your battles are becoming more arduous, you should concentrate on advancing your characters to a higher level. This is a particularly good idea when confronting metal slimes (tips on levelling up can be found in the Secrets chapter). Page 201

ITEMS (INSIDE CASTLE)

No.	Item
3	Mini medal
4	Mini medal *
5	Seed of strength *
6	Seed of life *
7	Double-edged sword *

* Ultimate key



ITEM SHOP

Item	Price
Medicinal herb	8
Antidotal herb	10
Chimaera wing	25
Red mould	30
Waterweed mould	35



PRINCESS OF MEDALS

01

You will find a mini medal (surprise, surprise!) in a pot in the castle. You can then speak to the Princess in the royal chambers on the top floor. When you return downstairs (Fig. 1), speak to Minnie again to present her with the mini medals you have collected so far. You should have 35 in total if you have found them all.

You will earn your first reward for 28 medals: a pair of fishnet stockings for Jessica. The list of rewards tells you which rare items of equipment diligent collectors can expect to receive as the game progresses. A list showing the locations of all the mini medals can be found in the Secrets chapter. Pages 207-208

Rewards

Medals	Item
28	Fishnet stockings
36	Posh waistcoat
45	Staff of divine wrath
52	Gold nugget
60	Meteorite bracer
68	Miracle sword
75	Sacred armour
83	Orichalcum
90	Metal king helm
99	Dangerous buster
110	Fail of destruction

GOLD BANK

There is a bank in the castle where you can deposit your gold coins. As you know, you will lose half your gold if all your characters perish, but even a disaster on that scale won't affect your savings in the bank. You can access your account at any branch of the Gold Bank, and can use the Zoom spell to reach Princess Minnie's castle quickly.

BACCARAT REGION

ITEMS

No.	Item	Icon
1	Mini medal	?
2	Tough guy tattoo *	?
3	1200 gold coins *	?
4	800 gold coins	?
5	Seed of defence *	?
6	Mini medal **	?
7	Seed of agility	?
8	Yggdrasil leaf ***	?
9	Fresh milk	?

* If it's day

** Magic key

*** Grey in the morning

INFAMOUS MONSTERS

Name

	Faunus	
	Orcus	
	Foul Fowl	
	Klub Kong	

MONSTERS

NORTHERN REGION

No.	Name	HP
1	Slime	44
92	Cockateer	105
93	Great sabrecat	95
96	Spitnik	108
98	Venom wasp ¹	92
99	Orc	105
111	King slime ²	210
116	Bomboulder	115

1 To the right

2 Merges at night (slime)

MONSTERS

SOUTHERN REGION

No.	Name	HP
49	Treeface	64
92	Cockateer ²	105
94	Metal slime knight ²	90
95	Puppet player	100
97	Bodkin fletcher ²	88
98	Venom wasp ¹	92
99	Orc	105
100	Night emperor	100
101	Treevil ¹	109
102	Battle beetle ²	57
109	Jumping jackal	111
116	Bomboulder	115

1 To the right

2 Not at the start of day (between the rivers)

3 Electrical surprise only



INN (seaview church)

Price: Free of charge

East-West Passage

If you have so far consistently limited yourself to carrying out only the essential tasks, you should now spend some time levelling up. For example, you could scour the world for treasure chests which can only be opened with the magic key (see page 149). A shopping trip to Neos could also prove interesting. The Hero should have attained at least Level 22 at this point in the game.

As the ship sails between the land masses of the western continent (Fig. 1), you pass under a stone arch. A sea dragon (a species that

only inhabits this area) attacks you the first time you sail underneath. It sometimes leaves dragon scales behind and can also prove very useful in other ways, more of which later.



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01

SEAVIEW CHURCH

This church (Fig. 2) is the logical stop-off point on the way to Baccarat. You can stay here overnight free of charge, which makes it an important Zoom destination and convenient too, as the ship is anchored close by.



You will find a mini medal in a cupboard; think about the reward for 36 medals! There are some interesting goodies to find in the area, such as the tough guy tattoo (one of the elements of the extremely powerful timbrel of tension) or 1200 gold coins. The easiest way to reach the chests south of the church is to take the ship a little way along the coast. Don't kid yourself that you're rich just because you may now have accumulated around 20000G; the price of equipment goes through the roof in the west.

An infamous monster blocks the bridge on the way to Baccarat during the day. Foul Fowl is a more suitable recruit for Morrie's Monster Arena than the first three monsters.

02

BACCARAT

Baccarat

ITEMS

No. Item

1	Seed of defence	
2	Strong medicine	
3	Mini medal	
4	Cool chess	
5	Mini medal	
6	Ruby of protection	
7	Dancer's costume	
8	Amor seco essence	
9	Mini medal	
10	Bunny tail	
11	Garter	
12	72 gold coins	
13	Seed of strength	
14	Mini medal	
15	Mini medal	

ITEMS (IN GOLDING'S MANSION)

No. Item

16	Rennet powder	
17	Fresh milk	
18	Mini medal	
19	Spangled dress	
20	Gold ring	
21	Seed of wisdom	
22	Magic water	



WEAPON & ARMOUR SHOP

Item	Price	Equip Use
Poison needle	1900	
Steel scythe	3700	
Dancer's costume	1300	
Iron armour	1800	
Light shield	2250	
Coral harpin	950	



ITEM SHOP

Item

Item	Price
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimera wing	25
Moonwort bulb	30
Amor seco essence	120



INN

Price: 4 gold coins (per person)



CLOSED TODAY

The casino in Baccarat is closed, as is the building in the northwest of town, (Golding's mansion). There is nothing you can do about it at this point, but you can find out why they are closed by visiting the hotel (Fig. 1), where you

will overhear a conversation between the bartender and a casino employee on the 2nd floor. Go down to the basement pub and talk to the bartender again to learn more about Dhoulmagus's current whereabouts. You now know your next destination: the Dark Ruins on the island in the northwest corner of the world map.

Before you set sail for the Dark Ruins from Seaview Church, you should take a trip to Chateau Felix.

The Alchemy Pot

Alchemy tips

The merchant in Baccarat sells poison needles, which (along with a gold ring) make up the ingredients for the ring of immunity, which you can exchange at Dodgy Dave's in Pickham for a bandit axe. More possible mixes include:

 edged boomerang + steel scythe + wing of bat = razor wing boomerang
 light shield + fresh milk + fresh milk = white shield
 gold rosary + tough guy tattoo + holy water = holy talisman

The holy talisman provides greater protection against sudden death spells such as Whack. However, it can also be mixed with a Templar's sword to make a holy silver rapier.

CHATEAU FELIX

Felix



ITEMS

No.	Item
1	Sand of serenity
2	Baumren's bell

THE SABRECAT EXPERT

A trip to Chateau Felix (Fig. 1) is not strictly necessary, but well worth the effort. You must answer Tom's three questions when you arrive at the door in order to be allowed to talk to Master Felix. The answers should demonstrate that you are a true animal lover:

1. I would take the kitten into my family.
2. I would help the tiger to escape.
3. I would make the great sabretooth my companion.

Master Felix then sets you a task: there are four large sabretooth statues nearby. Their lines of vision intersect at a point where a mysterious tree appears at dawn. Find an old pal of Felix's there and give him the **sand of serenity**.

Tom provides an unusual mode of transport to help you reach your destination quicker. If you dismount and your "ride" disappears, talk to Tom again and he will give you another one.

FIND FELIX'S FRIEND

Although your destination is very near the Chateau, you must take the long way round. If you need some help to find it, see the *Secrets* chapter. Wait there until daybreak, when a tree will appear in the stone circle, along with Felix's "friend". Ride over and use the sand of serenity. Directly after the cutscene you can pick up a green shimmering *Yggdrasil* leaf (Fig. 2). Now report back to Felix. Page 209

You receive **Baumren's bell** as a reward, which you can use to summon a big cat to ride at any time: a perfect mode of transport for rapidly covering long distances. You may want to use it to drop by and see how things are going with the cheese man above the waterfall near Farbury...

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01



02

Riding the Predator

You will travel much faster on the back of a great sabretooth. The controls are as normal, apart from:

= dismount.

The big cat disappears when you press this button, and also when you try to ride into a town or dungeon. Random combat will still occur as you ride along but as you are moving faster, there will be fewer battles relative to the distance travelled.



NORTHWEST ISLE

ITEMS

No. Item

1	Mini medal	
2	Zombie mail *	

*Magic key

INFAMOUS MONSTERS

Name

	Bones
	Deathnable
	Skeledoid

1 From Rank D onwards

2 From Rank B onwards

MONSTERS

No. Name HP

103	Lump shaman	80
104	Skeleton soldier	94
107	Mushroom mage	81
110	Toxic zombie	116
114	Lesser demon	119



01



02

TRUE TO ITS NAME

If you have accomplished the task in Chateau Felix, hurry to the ruins by sabrecat. Even a trip to the treasure chests is a breeze on your feline mount, but beware, the **zombie mail** is cursed and must be "purified" with saint's ashes before you can use it.

As you approach the ruins (Fig. 1) you will see an old acquaintance disappearing into the entrance. Follow him and wander about in darkness until you are dumped unceremoniously back outside. Speak to the people near the entrance. They explain that the magic mirror of Argonia can cast out the dark aura. Now you know your next destination: Argonia! Before you leave, grab the **mini medal** from the building to the east.

Magic Monsters

Angelo should have been using Fizzle for some time now (Staves skill 6 points). He can cast it to weaken monsters that favour attack spells. It is important that Angelo acts early in combat, e.g. with the help of an agility ring.

The power of lesser demons (Fig. 2) lies mainly in their ability to dazzle their enemies, so you should make frequent use of spells such as Crackle.

ITEMS

No. Item

1	Prayer ring *	
2	Mini medal **	
3	Iron helmet **	
4	Yggdrasil leaf	
5	Seed of strength **	
6	Light shield *	
7	41 gold coins	
8	Mini medal	
9	Eagle dagger *	

This is key

*Magic key

INFAMOUS MONSTERS

Name

	Slurpy
	Trick Bag
	Hoodwink
	Hon
	Big Al
	Dumbbox
	Octurion

1 At either one of the two locations

2 From Rank B onwards

MONSTERS

CENTRAL REGION

No.	Name	HP
66	Cureslime	54
97	Bodkin fletcher	88
101	Treevil ¹	109
106	Tap devil	85
107	Mushroom mage ¹	81
112	Iron scorpion	64
117	Skullrider	109
119	Frogman ¹	116
124	Notso macho	147
125	Lump wizard ¹	108

1. In the forest

MONSTERS

SOUTHWEST: BETWEEN THE FOREST AND THE DESERT

No.	Name	HP
112	Iron scorpion	64
113	Toxic zombie	116
116	Bomboulder	115
117	Skullrider	109
118	Hades condor	102
121	Magic dumbbell ²	78
122	Gargoyle	120
123	Magic marionette	117
125	Lump wizard	108

MONSTERS

NORTHEASTERN REGION

No.	Name	HP
36	Metal slime ¹⁻²	4
56	Chimaera ¹	54
66	Cureslime ³	54
107	Mushroom mage ¹	81
119	Frogman	116
121	Magic dumbbell ²	78
122	Gargoyle	120
123	Magic marionette	117
124	Notso macho	147
125	Lump wizard	108
127	Bulldozer	131
128	Ghoul	182
129	Shade	86
130	Lethal armour ³	145
131	King cureslime	180
132	Hoodlum ³	123
133	Hocus chimaera ¹⁻³	108
134	Demonridar ¹	126

1. In the forest

2. Only in the east of Argonia Castle

3. Only in the north of Argonia Castle

MONSTERS

SOUTHEASTERN REGION

No.	Name	HP
95	Puppet player	100
100	Night emperor	100
106	Tap devil	85
117	Skullrider	109
119	Frogman	116
122	Gargoyle	120
123	Magic marionette	117
125	Lump wizard	108
242	Anchorman ¹	80
244	Squid kid	74
245	Crayzee	91
247	Merman ¹	101
249	Octavian sentry ¹	116
256	Seasaur ¹	181

1. On the beach

MONSTERS

WESTERN REGION

No.	Name	HP
101	Treevil	109
109	Jumping jackal ¹	111
112	Iron scorpion ²	64
119	Frogman	116
123	Magic marionette	117
126	Berserker	120

1. Not in the far west

2. Only in the far west



PEDDLER'S TENT

In the daytime, you can buy items from the young man in front of the tent between Baccarat and Argonia Castle (Fig. 1). Don't imagine for a moment that you are "safe" by the tent, as monsters can still attack you there.

ITEM SHOP

Item	Price	Equip On
Medicinal herb	8	
Moonwort bulb	30	
Holy water	20	
Dream blade	4700	Character
Turtle shell	2300	Character
Cloak of evasion	3000	Character



01

The Alchemy Pot

The cloak of evasion (3000G) and boxer shorts are elements of the robe of serenity, which is much sought after by Dodgy Dave, the black market merchant in Pickham. You get a free cloak in Argonia.

The prayer ring from the nearby treasure chest is of great practical value. You can use it to regenerate MP, but it can easily break, therefore it should be mixed as follows:

prayer ring + seed of life = recovery ring
 recovery ring + gold bracer = life bracer
 life bracer + rune staff + Yggdrasil leaf = staff of resurrection



The staff of resurrection is not only the second strongest staff, but can also be used in combat to resurrect a character. It may be worth "sacrificing" a precious seed of life for this; you can obtain one near Savelle Cathedral, for example.

You can also mix an Yggdrasil leaf as follows:

Yggdrasil leaf + magic water = Yggdrasil dew

ITEMS

ARGONIA

No. Item

1	Plain cheese		
2	Magic water		
3	Strong medicine		
4	38 gold coins		
5	Mini medal		
6	Wayfarer's clothes		
7	Feathered cap		
8	Iron axe		
9	80 gold coins		
10	Rennet powder		
11	Mini medal		
12	Cool cheese		
13	Turban		
14	Strong antidote		
15	Hairband		
16	Leather cape		
17	Seed of magic*		
18	Mini medal		

* After the buyer has selected it.

1

2

ITEMS

ARGONIA CASTLE

No. Item

19	Mini medal		
20	Rock sat		
21	Rennet powder		
22	50 gold coins		
23	Mini medal		
24	Seed of strength		
25	30 gold coins		
26	Mini medal		
27	Ellin elixir		
28	Cloak of evasion *		
29	Magic mirror		
30	Magical hat **		
31	Battle fork **		
32	Mini medal **		
33	Devil's tail **		
34	Moon axe ***		
35	Skull ring ***		
36	Mini medal ***		

* Theft's key

** Magic key

*** Ultimate key

WEAPON & ARMOUR SHOP

Item	Price	Equip On
Battle-axe	4300	
Partisan	4400	
Silver mail	4300	
Magic vestment	4400	
Light shield	2250	
Silver lara	1450	



ARGONIA



INN

Price 20 gold coins (per person)

ITEM SHOP

Item	Price
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimaera wing	25
Moonwort bulb	30

WEAPON SHOP (BAZAAR)

Item	Price	Equip On
Chain whip	2200	
Razor wing boomerang	3800	
Zombiesbane	6300	
War hammer	6700	
Falcon knife	7700	

ARMOUR SHOP (BAZAAR)

Item	Price	Equip On
Heavy armour	5000	
Silk buster	5500	
Magic armour	6100	
Magic shield	5000	
Magical hat	2700	
Iron mask	3500	

ITEM SHOP (BAZAAR)

Item	Price	Equip On
Bunny tail	50	
Gold bracer	350	
Gold ring	2000	
Tough guy tattoo	2400	
Scholar's specs	2700	
Ruby of protection	3100	

ITEM SHOP (BAZAAR)

Item	Price
Rennet powder	10
Fresh milk	30
Red mould	30
Waterweed mould	35

YGGDRASIL LEAF SHOP

Item	Price
Yggdrasil leaf	1000G



The Bazaar

The bazaar in Argonia only opens after you return from the royal hunting ground. You should avoid any costly purchases until the full range of merchandise is available.



AN AUDIENCE WITH THE KING

You can only enter the castle once you have learned about the magic mirror at the Dark Ruins, and then only during the day, as the entrances are barred to you at night. Go up to the throne room (take the staircase in the entrance hall, then go right) and speak to the King. He requests a favour in return for the magic mirror. You must accompany Prince Charmles to the royal hunting ground. In fact, all you really have to do is to make sure the Prince turns up!



01

Leave the room and go up the stairs in the entrance hall, next to the painting of the Prince (Fig. 1). Your destination is the tower room on the 4th floor, west wing (Fig. 2). You will also see a treasure chest in the room, containing a cloak of evasion. There is a small hole in the wall behind two empty pots. Examine it closely to start Munchle's second adventure.



02

Munchie's mission is to chase a lizard through the hole in the floor. If he touches the lizard, the reptile will run in the opposite direction, so Munchie must bump into the lizard to make it fall through the hole and land on the Prince, who is sitting underneath. Munchie can then run back to the mouse hole and you can head back to the throne room.



03

A ROYAL ESCORT



You leave town by order of the King and make your way to the royal hunting ground. Prince Charmiles gives you a small bottle of *lizard humour*, which you will need there.

The prince won't turn up again until you reach the hunting ground (Fig. 3). You arrive there via the appropriate route (see map on page 159).
Note: The northern checkpoint is currently blocked.



Hunting ground

ROYAL HUNTING GROUND



ITEMS

No.	Item
1	Dragon scale *
2	Mini medal

* Magicity.

MONSTERS

No.	Name	HP
133	Hocus chimaera	108
135	Killer moth	84
145	Jackal ripper	142
150	Hacksaurus	171
153	Orc king	148



01

THE HUNTER'S GREETING

You can stay overnight free of charge if you talk to the old lady in the small house at the entrance. There is also a pot inside containing 41 gold coins and a barrel with a mini medal. At the entrance to the hunting ground, you must use the lizard humour, which the Prince gave you as you left Argonia, otherwise you will be denied access. (Recommended level: 24+.)

Prince Charmiles runs behind you in the royal hunting ground and also joins in the combat, after a fashion, but you can safely ignore him. The task here is to defeat three Argon lizards. The first one is in the entrance area. You must approach it without being seen, otherwise it will run away. Stalk your prey thus:

1. From behind, so that the monster doesn't see you (Fig. 1).
2. Slowly: don't run, use the directional buttons rather than the analog stick.

Argon lizard

The Argon lizard can induce the *Envenomated* status change, which will cause all the poisoned characters to lose HP each turn. If Angelo hasn't learned *Squetch*, then the Hero will be busy healing most of the time. Therefore, it would be a good idea to share out a few antidotal herbs before battle commences. Remember that this status change persists after combat.

The lizard can also emit a battle cry which knocks the entire party off its feet. Despite this impressive move, the reptile's conventional attacks

267 Argon lizard

Dragon

HP	472	Attack	168	Agility	90
MP	0	Defence	155	Level	30
Item	Argon heart				
EXP	650	Gold	102		

are average and it is vulnerable to *Sap*, so a few powerful attacks should be enough to defeat it. You'll get an *Argon heart* each time you defeat one of these lizards.

There is no map of the area, but it shouldn't be too difficult to find your way around. Make sure you don't miss the *dragon scale* (go right at the start) and the *mini medal* (second path to the right in a sack hanging on the tree trunk).

The second Argon lizard is sleeping on an island to the northwest. Approach it over the small tributary and a short cutscene will start. You must use a salamango to lure your quarry towards you. Take one from the nearby patch, carry it to the stepping stones in front of the lizard (Fig. 2) and throw it. The lizard will then hop across the water, and the battle begins.



02



03

You will find the third Argon lizard in the northeast. He will jump into a cave (Fig. 3) when you cross the bridge. Take a salamango (growing further north) and throw it in front of the cave. The party will automatically rest for the night once you have defeated the third lizard. The boss then appears to the west of the bridge.

Boss

While the Hero heals, Yangus should reduce the boss's Defence several times using the *Helm Splitter*. He should then build up his tension. Angelo should repeatedly increase the party's Defence using *Kabuff*, and heal when necessary. Have Jessica increase her tension to 50 or even 100. If you have used *psyche up* enough times in the past, she should have been capable of attaining a state of super high tension for some time now. Next, increase her attack power with *Oomph* and finally strike using *Twin Dragon Lash*. Attacking with tension at 50 doesn't quite do the trick, but by the next turn at the very latest, Jessica (or Yangus) will finish the job. You can now pocket the *great big Argon heart* and Zoom to the castle.



268 BOSS VI

Dragon

HP	1390	Attack	195	Agility	54
MP	0	Defence	160	Level	35
Item	Great big Argon heart				
EXP	2830	Gold	520		

WORLD OF ARGONIA

ARGONIA

THE STREET MERCHANT

When you return from the royal hunting ground, run up the steps on the right. Ahead, you see Prince Charmles and a shifty merchant (Fig. 1). Talk to Charmles.

The merchant has some vastly overpriced items on offer and prayer rings for 9000G. He will disappear once you have accomplished your task in the Dark Ruins. The rest of the bazaar later relocates to the temple in the northwest part of town.



01



THE MAGIC MIRROR

Enter the throne room and observe the scene between the King and the Prince. Then talk to the King about it. He is looking out of the window at the back of the room. He grants you permission to take the magic mirror from the royal vault, located in the tower room in the east wing of the 4th floor (Fig. 2). The shortest route is to run left past the King into the adjoining room and take the stairs up from there.



02

Take the **magic mirror** along with the items from the four treasure chests. The scholar outside the room notices that the mirror has lost its power. The man who can help with this problem lives deep in the forest to the west, so your next destination is the Seer's Retreat.



03



04



05

Yggdrasil Leaf Shop

A little girl is running the Yggdrasil leaf shop (Fig. 3) in the tent. She will sell you one for 1000G, but only if you don't already have one in your inventory.

Yggdrasil leaves, **Yggdrasil dew** and the resulting **elfin elixir** when they are mixed together, are extremely useful. You should therefore use the following crafty trick to get an extra leaf: start a mix. If the leaf is in the alchemy pot, you can buy another one and then stop the mix.

The Alchemy Pot

More lovely items of equipment are on offer in the bazaar (Fig. 4) than you can afford to buy. Worthwhile purchases are, among others, a razor wing boomerang (if you haven't yet mixed one), heavy armour, magic shields, a magical hat and scholar's specs.

From now on, there are endless possibilities for making significant improvements to your equipment. Which version is the best and which one you can afford depends on the way you have decided to play the game. It is a good idea to look at the items chapter in detail, particularly at all the possible mixes. Below are a few mixing tips:



Mystical Spring

Note: Now that you have the **magic key**, the **thief's key** is no longer required. If you have received a gold nugget in return for 52 mini medals, you should avoid the temptation to use it immediately to make a **golden axe**, and save it for more important things instead.

SEER'S RETREAT

With the magic mirror in your bag, you can make your way to the Seer's Retreat (Fig. 5), which is in the forest to the southwest of the peddler's tent (see map on page 159). If you go to the right of the tent, you will see a path a few feet away, which leads straight there. A treasure chest containing **1500 gold coins** lies to the south of the cottage. You can only reach the other nearby chest, containing a **prayer ring**, from a southerly direction.



Although you find a **mini medal** in a pot on the ground floor of the cottage and a **seed of skill** in a cupboard upstairs, the old man is nowhere to be seen. His "friends" are less than helpful! To meet the Seer, follow the path a little further to the mystical spring. After an illuminating cutscene, the Seer returns to his house. Talk to your companions, who are standing by the water, and examine the spring closely. Return to The Seer's abode, where he will tell you how you can recharge the mirror: with a sea dragon's spell.

The mystical spring is now added to your list of Zoom destinations. This is an extremely useful location, as each time you examine the water, all HP and MP is restored. It is worth returning regularly to the spring, if only for the interesting conversations, and as a favour to a friend in need...

THE SUN MIRROR

The only place you will find a sea dragon is in Ocean B (see map on page 152). You can get there quickly by ship from Seaview Church.

Place the magic mirror in any character's inventory. Sail underneath the stone arch until a sea dragon attacks you (Fig. 6) and then use the magic mirror in the ensuing battle. Your enemy's blinding Gigalash attack turns the magic mirror into the sun mirror, which you can use to shed some light on the Dark Ruins.



06

DARK RUINS

ITEMS

No.	Item
1	Map
2	Mini medall.
3	Dragon scale *
4	Mimic (Monster)
5	Saint's ashes

* Magic key



MONSTERS

No.	Name	HP
44	Mummy boy	73
65	Mummy	66
120	Mimic ¹	144
148	Blood mummy	138
149	Phantom swordsman	102

No.	Name	HP
151	Bone baron	122
154	Soulspawn	75
157	Fallen priest	138
164	Troll	423

¹ Opens the chest

OPEN SESAME!

Go to the stone monument facing the entrance to the Dark Ruins (Fig. 1). Use the sun mirror to drive away the dark enchantment.

Level up

Theoretically (and with good equipment) you could tackle the Dark Ruins at Level 26, but you will be making life unnecessarily hard for yourself, not least when you confront the boss. It is better to take some time to level up, as your chances of victory improve significantly at Level 28 or 29.

There are metal slimes around the royal hunting ground, so you could grapple with those for a while, or you could visit remote areas such as the Holy Isle of Neos (see map on page 192) or Savetta Cathedral and surrounding area (see map on page 180), to collect items and seek out the local merchants. You should also try out your Catt Team skill in the field if you have already managed to achieve Rank E in Morrie's Monster Arena (see page 202). Finally, you should ensure that your party members have a supply of Yggdrasil leaves, Yggdrasil dew and elfin elixir in their bags.

LEVELS 1 + 2

When you arrive in the entrance hall (Level 1) go through the door on the right and keep going until you reach the stairs leading to Level 2. Go up and onto the balcony. You'll see a lever on another balcony on the left, which you cannot reach from your current position (Fig. 2). Turn right, and just around the corner you will see a treasure chest containing a map. Take the staircase back down, cross the entrance hall, and go up the stairs on the other side. The lever in the centre raises the stairs in the middle of the entrance hall to enable you to access the back of the hall. Go through the rear door and take the stairs down.

BASEMENT LEVEL 1

A lever puzzle awaits you in the next hall. Random combat is much less frequent here than elsewhere.

1. Go left, up the first flight of stairs, and pull the lever to lower a stone slab on your right.
2. Go through the gap which has now appeared and walk all the way round the back of the stairs to the right, and you'll eventually reach the next lever (Fig. 3). Pull it to make a stone slab rise up beside you.
3. Climb the stairs that you have just run round and walk across the stone slab. Take the stairs down to the other side of the moat and follow the path round until you come to a lever in the centre of the hall (Fig. 4).



01



02



03

- Pull the lever to raise yet another stone slab directly in front of you. As you can see from the map, you can now reach the chests containing a **mini medal** and a **dragon scale** via the steps to the southwest. After the detour, return to the lever and lower the slab again. If you think you can manage without the items, skip point 4, but this is not recommended.
- Proceed across the small bridge to the second flight of stairs

BASEMENT LEVEL 2

The next hall is dominated by a huge staircase. You will easily spot the correct route on the map. The exit is in the southeast corner (top right on the game map, which is not oriented to the north). Go left from the start. Two levels down, there are two

and pull the lever. A stone slab will appear below.

- Retrace your steps and go up the flight of stairs that you just passed. This will take you to the lever in the northwest corner, which you should pull to open the exit.
- Return to the previous lever (point 5). Pull it to open up a path to the exit.

VAULTBOOK

possible routes to take. The staircase on the right leads to a chest, which turns out to be a mimic. The staircase on the left takes you past a treasure chest containing some **saint's ashes**, and eventually leads to the exit.

The Alchemy Pot

Mixing tip

Saint's ashes can be used in several different alchemy pot recipes. For example:

 **partisan + saint's ashes = sandstorm spear** (for Dodgy Dave in Pickham)

You can also use them to lift the curse on the zombie mail, or mix them with other important items later on.

In the case of dragon scales, demand generally exceeds supply:

 **snakeskin whip + 2x dragon scale = dragontail whip**

 **steel shield + 2x dragon scale = dragon shield**



BASEMENT LEVEL 3

You must rotate the two large statues in such a way that the beams from their eyes hit the wings of the bird depicted in the mural.

There are two switches on the base of each statue which rotate them left and right respectively. Stand on one of the switches (Fig. 5) until the beam hits a wing, then step off the switch. Go to the second statue and aim for the other wing to reveal a flight of stairs.



05



06

BASEMENT LEVEL 4

There is a spring in the cave to the right (Fig. 6). All the characters' HP and MP will be fully restored if you stand in the water. The boss is lurking behind the next door...

Better Safe...

The fight against this boss is possibly the toughest you've faced in the game so far, so it might be a good idea to leave the dungeon using Eva and Zoom to a save point. Any changes in the Dark Ruins will remain the same, so you won't have to redo all the puzzles, you'll be glad to hear! You will only have to face approximately five random battles en route. Even better, if you manage to defeat Boss VII but get killed by Boss VIII and resurrected at your last save point, you will only have to fight the second incarnation of the boss when you make your way back through the dungeon.

Boss

The boss creates two doppelgangers in the first turn – clone A and B – who have significantly lower HP than he does. The boss and his henchmen can perform up to four actions per turn (although he usually wastes several moves with demented cackling). The damage values indicated below depend on your level and equipment. The default values assume that the Hero is on Level 29 with good equipment (Fig. 7).

- Wind Sickle: 40-50 HP (one character)
- Energy Whip: 30-40 HP (all characters)
- Stones' Throw: 2x 50-80 HP
- Thin Air: 40-50 HP (all characters)
- Single attack: up to 70 HP
- Sends one character to sleep
- Multiheal: 80-90 HP (all enemies)
- Ice Wave: cancels out all positive status effects.

Ice Wave not only cancels out any increases in Attack, Defence and Agility generated by casting Oomph, Kabuff and Accelerate, it also reduces accumulated tension to zero. This is problematic to say the least, as increased Attack and Defence levels are vital components of your strategy in this confrontation.

The boss is resistant to Dazzle, Fizzle, Sap and Helm Splitter. Attack spells such as Frizz, Sizz, Bang, Woosh and Zap work well, but the effect of Crackles is somewhat reduced.

The doppelgangers are not as dangerous as their master, but it is still advisable to eliminate them first with concentrated attacks, so that you can then focus all your attention on the boss. If you have a Monster Team, you can call them in to help you. You can find details on Monster Teams on page 203.

The recommended role distribution for this titanic struggle is as follows:

At the start, the Hero should build up tension a couple of times before attacking. He should then concentrate on healing. If Angelo has learned Multiheal, the Hero can concentrate more on attacking.

Yanguis's task is to attack repeatedly with increased tension of 20 or higher (Fig. 8).

Angelo should increase Defence using Kabuff, and heal. Another character can also cast Kabuff with a rune staff.

Have Jessica increase the might of the attacker(s) with Oomph, and psyche up her own tension before striking with either Twin Dragon Lash or Boom, whichever is more effective.

In view of the strength of the boss's attacks, be sure to heal any characters as soon as their HP drops below 100. It will be useful if your characters are agile enough to get their attacks in before the boss. Agility rings from the casino in Pickham come in very handy here, along with items created from them (e.g. Mercury's bandana and Mercury's rapier). Failing that, Jessica can also help by casting Accelerate, at least until the next Ice Wave.

Note: If the Hero is at Level 29, it's highly likely that if you fight wisely you can win the forthcoming boss battles. If Angelo has already reached Level 30 and mastered Multiheal, you have an even better chance of success, but it still might be a good idea to deposit your gold in a bank just in case.

As a further precaution, you should consider equipping your party members with Yggdrasil leaves and phials of Yggdrasil dew and elfin elixir.

269 BOSS VII

HP	1880/570	Attack	202/176	Agility	78/96
MP	255/255	Defence	128/128	Level	18/20
Item	—	—	—	—	—
EXP	3400/450	Gold	0/0		

Basically, you should enter combat with sufficient strength that you don't have to resort to using Zing to resurrect any party members. The second battle will commence as soon as you have defeated the first boss and his clones. The characters carry over their HP and MP totals from the first battle, so it is a good idea to keep a rough count of the boss's HP and repeatedly heal your characters towards the end of the fight to prepare them for the "final push".



07



08

Boss

The boss in the second battle cannot heal himself and is also vulnerable to Sap, although his resistance to Crackle is very high. Only attack spells similar to Bang and Zap work at full strength. In principle, you should again strengthen your own Defence and Attack and carefully choose your moment to strike. You can expect to face two of the following attacks every turn:

- **Ice Wave**
- **Kacrackle: 45-50 HP**
- **Kasizzle: 45-50 HP**
- **Blazing Fire: 50-55 HP**
- **Feather attacks: 70-80 HP**
- **Single attack: 60-65 HP (one character)**
- **Attack combo: 4-5 x 20-30 HP (one character)**
- **War Cry.**

War Cry knocks affected characters to the ground (Fig. 9), rendering them powerless and usually forcing them to miss a turn. There is no protection against this attack. The boss's attacks always inflict heavy damage and are mostly aimed at the entire party. You must therefore pay particular attention to healing. Yangus may often be left to attack alone (unless Angelo has mastered Multiheal or a character is using Cheiron's bow). Jessica can alleviate some attacks using Magic Barrier and Insulate, but the boss's Ice Wave will remove these protective effects.

The boss will cast Ice Wave much more frequently in this battle than in the first, so you can't rely on Kabuff, and increasing tension is a non-starter. You have only a few effective attacks at your disposal, so it helps if you increase Strength using Oomph. Another effective tactic is to deploy some powerful Monster Teams (e.g. Talos, Dumbking and Goldman). Use Helm Splitter beforehand to reduce the boss's Defence.

Relying on Zing is a risky business, not only because of the 50% success rate, but also because resurrection only restores 50% of the team member's HP. If you have to revive a character, use Yggdrasil leaves wherever possible. It is also a good idea to have a couple of phials of Yggdrasil dew handy for emergencies. You may also need an elfin elixir to restore MP. The party returns to Argonia when the second boss is defeated.

270 BOSS VIII

HP	2640	Attack	210	Agility	74
MP	255	Defense	135	Level	15
Item					
EXP	12000	Gold	0		



Jessica is knocked off her feet!

09



Argonia

ARGONIA

THE THREE COMPANIONS

After your victory at the Dark Ruins, you will eventually find yourself at the inn in Argonia. Unfortunately, you realise that someone is missing. All of their personal belongings are in the bag, so it would appear that something strange has happened and you must set off in pursuit. The northern checkpoint (Fig. 1) on the way to Arcadia is no longer blocked, so make tracks in that direction.

You must now manage without the help of the missing character in combat, but owing to the other party members' high levels (hopefully around 30), this shouldn't cause too many problems.



07

ARCADIA

Acadia

ITEMS

No.	Item
1	Wizard's staff
2	Mini medal
3	Lesser panacea
4	Magic water
5	Stone sword
6	Leather dress
7	Seed of life
8	Mini medal
9	230 gold coins
10	Dragon scale
11	Giant mallet *
12	Strength ring
13	27 gold coins
14	Fresh milk
15	Rennet powder
16	Gold bracer
17	Dragon dung
18	350 gold coins
19	Magic water
20	Amor seco essence
21	Cowpat
22	Mini medal
23	Bunny tail
24	Rennet powder
25	Poison moth knife
26	Rock salt
27	Mystifying mixture
28	26 gold coins
29	Seed of strength
30	Mini medal
31	Rock salt
32	Mini medal
33	Cloak of evasion
34	Mini medal
35	The Big Book of Barriers
36	Mini medal **
37	Magic vestment **
38	650 gold coins **
39	Seed of magic ***
40	Titan belt ***
41	Mini medal ***

ARMOUR SHOP

Item	Price	Equip On
Cloak of evasion	3000	
Magic armour	6100	
Magic bikini	13800	
Magic shield	5000	
Magical hat	2700	
Iron mask	3500	

WEAPON SHOP

Item	Price	Equip On
Sword breaker	5500	
Swallowtail	6800	
Bastard sword	8800	
Hell scythe	9500	

ITEM SHOP

Item	Price
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimaera wing	25
Moonwort bulb	30
Rockbomb shard	450

INN

Price: 20 gold coins (per person)



MASTER DOMINICO

On your first visit to the town of Arcadia, the only route you can take leads directly to Dominico's house. You meet the master on the upper floor, attending to an uninvited guest. You can talk to Dominico after the cutscene. He grants you the "privilege" of carrying out a little task for him. What an honour for you.

The Kranbartle family owns two magic jewels known as the Kran Spins, which Dominico needs to get his hands on. Speak to the young man in the house to the left of the pub (Fig. 1). He tells

you that his father is staying in a tower northeast of Arcadia and gives you the **stone sword**, the key to the tower.

On your tour around town you will find various items, including six **mini medals** (two others will be accessible a short while later). Diligent collectors should now have enough medals to exchange for the next reward from Princess Minnie: a meteorite bracer, which increases Agility by 50 points!



01



02

Mixing tip

You will find a **strength ring** in a dwelling to the south of the Kranbartles' house. This is an ingredient in several useful recipes:

strength ring + magic shield + cured cheese = power shield
strength ring + titan belt = mighty armlet
2x mighty armlet + bandit mail = gigant armour

A **power shield** is a mighty shield which restores HP when used. The **gigant armour** is the most powerful armour available for Yangus. You will find a **titan belt** in the north of town.

Mystery Mart

The salesman in the shop next to the item shop (Fig. 2) is only there at night. He will sell you a seed of skill for 2000 gold coins, but alas, it's a one-time deal!

MONSTERS

No.	Name	HP	?
32	Drackyma	33	?
133	Hocus chimera	108	?
142	Robo-robin	96	?
143	Puppet master	130	?
145	Jackal ripper	142	?
146	Iron rhino	48	?
150	Hacksaurus	171	?
151	Bone baron	122	?
152	Swingin' hipster	144	?
153	Orc king	148	?
155	Gryphon	161	?
156	Golem	225	?
164	Troll	423	?

ITEMS

No.	Item	?
1	Titan key **	?
2	Silver lava **	?
3	Elf elixir *	?
4	Assassin's dagger *	?
5	Fresh milk	?

* That's key ** Magic Key

INFAMOUS MONSTERS

Name
Saggitar
Curer
Slime Shady

1 Only between Arcadia and the inn

2 Only in the forest

3 Only between the tower and Blizzard Peaks

INN

Price: 15 gold coins (per person)



UP TO THE TOWER

Your next destination is Rydon's Tower, in the northeast of Arcadia. A raging snowstorm prevents you from passing through the tunnel that leads to Blizzard Peaks, should you try to go that way.

The local monsters include powerful golems (Fig. 1), who generally roam alone, and can usually be defeated using critical hits with increased tension. As a general rule, it is best to fight monsters from the material family with increased tension. Iron rhinos also have a high level of Defence, but are very sensitive to Zap.



Angel of Curing

If you have already reached Rank F in the Monster Arena, you will meet Curer here, an essential monster to acquire Rank B, owing to his Fullheal spell. This little cutie has two possible habitats: the forest behind the treasure chest containing the *titan belt* and the grassy area behind the Chapel of Autumn.



CHAPEL OF AUTUMN

You can save your game or spend the night in this church (for 15G a head), but it won't be added to your list of Zoom destinations.

RYDON'S TOWER

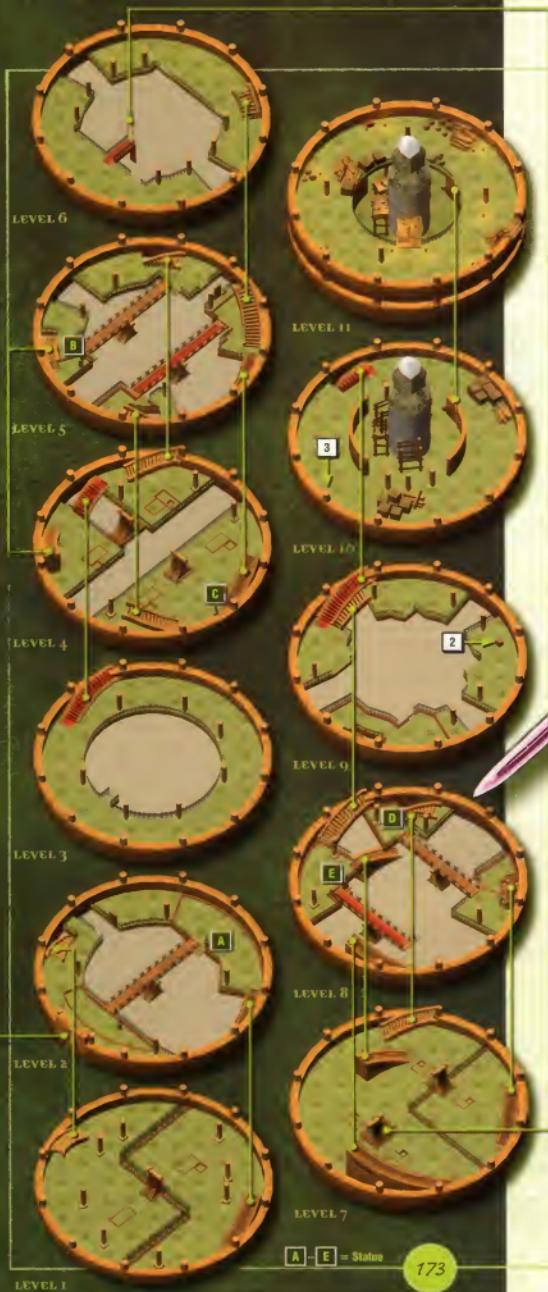
ITEMS

No.	Item
1	Map
2	Recovery ring
3	Cheiron's bow

MONSTERS

No.	Name	HP
131	King cureslime	180
133	Hocus chimaera	108
136	Jabbarwockee	645
137	Jab	90
138	Ber	75
139	Kee	75
140	Woc	75
146	Iron rhino	48
153	Orc king	148
154	Soufspawn	75
155	Gryphon	161
156	Golem	225
159	Living statue	266





MASTER OF THE PINNACLE

Use the stone sword that you received from the young Kranbartle in Arcadia to open the door to Rydon's Tower. Examine the door twice to use the "key". The Hero should be at around Level 30 before you venture inside. There is a treasure chest containing the map in the ante-room.

Note: North is actually situated bottom left on the map, at about "half past eight".

The Monsters in the Tower

The powerful jabberwockee's first attack is always a critical hit, so use the Defend command as a safety precaution. He can also perform Kasizzle. You should use Helm Splitter, build up tension and raise your Defence using Kabut. These actions are also effective when battling other powerful monsters such as golems and living statues. Spells such as Dazzle are ineffectual and Whack is normally useless.



LEVELS 1-3

You enter the tower at Level 2. Your objective is to reach the top (Level 11). Go straight to the "bridge", which turns out to be a giant see-saw. When you step on it, you will be lowered down to Level 1 (L1). Cross the see-saw to the other side of L1 and go up the ramp on the right back up to L2. From there, go to statue A and push it onto the square slab at the end of the see-saw (Fig. 1).

1. When the see-saw lowers, go back down the ramp to L1 and run up the see-saw to reach L3.

WALKTHROUGH

LEVELS 4-6

On L3, take the staircase up to L4 and continue straight up to L5. Step onto the see-saw to be lowered down to L4, then run across the see-saw. You will find yourself in the northeast section of L4 (bottom left on the map). Go up the ramp to L5 and push statue B onto the see-saw. Go back down again and run up the see-saw to reach L6.

From here, take the stairs down to L5 and continue via the ramp to L4, where you will see statue C. Push the statue onto the slab at the bottom of the ramp (Fig. 2) and it will move up the slope. Follow the statue up to L5 and push it onto the red see-saw. Then descend to L4 and run up the red see-saw. You are now on L6 (lower half of the map), where you'll find a ladder that you can climb up to reach L7.



01



02

The lever on Level 5

If you pull the lever on the right of the red see-saw on L5 (Fig. 3) you will lower the bridge. This creates a shortcut in case you have to leave the tower and want to return later. You don't need to cross this particular bridge to reach your final objective.

LEVELS 7-11

A man will talk to you on L7. After this, look at the map and you will see four flights of stairs leading up. If you want to get to the treasure chest on L9, take the stairs to the east (top left on the map). Go up to L8 and push statue D onto the see-saw. Run up the see-saw to L9 where you will find a chest containing a *recovery ring*. You can use this to mix another HP-enhancing life bracer.

Go back down to L7 and up the ramp straight ahead of you. You are now on L8 (bottom left on the map). Here, a red see-saw is perfectly balanced by statues placed on slabs at either end (Fig. 4). From your side, pull statue E off the see-saw and go back down to L7. Now go right (westwards), to the end of the red see-saw that is resting on the ground (Fig. 5). Go up to L9 and take the staircase up to L10. You are only one more ladder away from Level 11, where there is a chest containing *Chelron's bow*, and where Rydon is waiting to talk to you.



03



04



05

Rydon tells you that the Kran Spinels were set in a statue a very long time ago. He doesn't know the location of the statue, he only knows the name of the woman who carved it: Alexandra.

THE TWO TOWERS

The statue you are looking for is in a tower named after its architect: the Tower of Alexandra not far from Alexandria. The statue is on the top floor (see map on page 113). You should know your way around this particular dungeon by now. If you unlocked the door on the second floor during your first visit, it's time to take advantage of this excellent shortcut.

Examine the statue and walk away. A cutscene will kick in, at the end of which the precious jewels will fall from the statue onto the floor. Take the *Kran Spinels* and return to Arcadia.



A DELIVERY FOR DOMINICO

It's a good idea to save your game before you go to Dominico's house. Watch the scene at the kennel and then go upstairs and give Dominico the Kran Spinels. The magician asks you to fetch him a book and opens a secret door (Fig. 1). Go through and search the bookshelves until you find the *Big Book of Barriers*. Open the three treasure chests, then take the book to Dominico, who will fully restore all HP and MP. You should give Yangus one or two moonwort bulbs in preparation for the next battle. The fight with the boss starts outside.



06

Boss

The boss acts twice per turn and has mastered Kefrizzle, which can cost a character up to 100 HP. As well as a less dangerous strike attack, the boss can attack the whole party using Kasizzle and Kacrackle, which can cost around 50 HP. She can also try to send all the characters to sleep with Kasnooze. Sleeping party members can be woken up using moonwort bulbs or Tingle.

The boss summons two groups of three shadows (Fig. 2). Their physical attacks are not particularly dangerous, but the icy strikes they inflict on the party are somewhat more powerful. If you eliminate a group, the next wave will be summoned shortly afterwards.

As usual, you should increase your party's Defence using Kabuff, reduce enemy Defence with Helm Splitter and build up tension. If the shadows become a nuisance, defeat them with the boomerang.

You cannot increase your characters' Defence levels indefinitely with



Kabuff, as the spell's effectiveness will diminish seven to ten turns after you cast it. You can stop this happening by recasting Kabuff

after six turns. Although Defence levels will not increase any further, they will remain at the maximum value for a further seven to ten turns. The enemies' Defence cannot be weakened permanently, so you should use Helm Splitter periodically to prolong the effect.

271 BOSS IX

HP	1970	Attack	180	Agility	82
MP	255	Defence	138	Level	40
Item	-				
EXP	7800	Gold	0		

AFTER THE VICTORY

In the conversation after your triumph, you can reply "Yes" or "No" to a presumably important question. Your answer will not influence subsequent events. You will find yourself back in the inn after this sequence. The party is at full strength again, so don't forget to give the equipment back to its rightful owner.

Talk to Dominico, who is sitting in the dining room on the ground floor of his villa. Then talk to David by the kennel. One of the characters learns two new spells during the events which follow. You eventually set off for Blizzard Peaks, via the (now open) tunnel to the west of the Chapel of Autumn.

Bodyguards in Baccarat

In Baccarat, it is now possible to enter Golding's mansion during the day. You will find various items there, including a spangled dress (see map on page 156). If you so wish, you can embark on an optional side-quest if you talk to the twins Cash and Carrie (Fig. 3), but you should only do so if you are at Level 32 or 33. You can read all the details on this side-quest starting on page 209.



The Alchemy Pot

Mixing tip

spangled dress + ruby of protection + gold bracer = shimmering dress

The shimmering dress sometimes reflects spells. The drawback is that this effect also extends to "friendly" spells. The dress is an ingredient in many useful recipes.



03

ARROW REGION

BLIZZARD PEAKS



INFAMOUS MONSTERS

Name

Roborg
Blizzag Jr.
Cybot 1
Jack Frost ¹²

1 From Rock Grottoes 2 At Silverone Glade

Two localities

ITEMS

No. Item

1	Special medicine
2	Special antidote
3	Mini medal
4	Marta's bag
5	Mini medal
6	Holy silver rapier **
7	Yggdrasil leaf *
8	Agility ring **
9	Medal **
10	Ultimate key ***

* That's Imp.

** Magic key

*** After defeating the Blizzag

MONSTERS

No.	Name	HP
158	Dead ringer	124
160	Freeze fly *	126
162	Frostburn	113
163	Hellhound *	166
164	Troll *	423
165	Ice queen	221
166	Abominape	186
168	Killing machine	165
169	Ickkiller *	198
172	Frost wyvine *	286

1 Only in the north
2 Summoned by dead Roger
3 Only in the south.

THE ICY NORTH

In the Blizzard Peaks region you have the chance to use the new spells that Jessica learned in Arcadia. Or one of them at least, because Kasizzle is, of course, significantly better suited to combat in the freezing northern wasteland than Kacrackle. Shortly after your arrival in the region, you will automatically stop and rest at Marta's Cottage.

MARTA'S COTTAGE

There is a **mini medal** in a cupboard in the second room in the basement. You will find some **special medicine** and a **special antidote** in the pots. Talk to all the people in the parlour, including the dog, until Marta finally serves tea (Fig. 1). She will then give you **Marta's bag**, which you must hand over to a man called Marek in Orkutsk. After you have made your farewells, you can turn back and grab a **mini medal** from the barrel in the barn.

Blizag Jr. and Jack Frost ****

If you want to grapple with the two icy infamous monsters lurking in the area around Orkutsk (Fig. 2), bear in mind that both have mastered Thwack. This spell can annihilate your entire party in one go. Try to prevent this happening with Fizzle or reduce the effectiveness of the deadly spell using Magic Barrier.



Orkutsk

ARMOUR SHOP

Item	Price	Equip On
Velvet cape	9400	
Dragon mail	12000	
Dragon shield	6900	
Ice shield	8500	
Iron headgear	5500	

WEAPON SHOP

Item	Price	Equip On
Swallowtail	6800	
Faicon knife	7700	
Spiked steel whip	8300	
Dragonsbane	11000	
King axe	17000	

ITEM SHOP

Item	Price
Medicinal herb	8
Antidotal herb	10
Holy water	20
Chimera wing	25
Amor seco essence	120

INN

Price: 25 gold coins (per person)



THE SEARCH FOR MAREK

You must talk to certain people to receive clues about Marek's whereabouts:

- Speak to the mayor in the round house in the centre of Orkutsk. (Go through a door in the pub to reach the centre of town.) The mayor tells you where you can find Marek's room. Descend into the basement and head right and you'll eventually come to it.
- There is a man in the basement who directs you to Marek's room at the end of the corridor (Fig. 1).
- When you leave Marek's empty home, the same man tells you that you should speak to the owner of the item shop.
- Enter the round room in the northwest of the basement. At night, the item shop owner can be found sitting at the table with his wife. During the day, you can find him behind the counter in his shop upstairs. Talk to him about Marek (Fig. 2). He tells you to look in the herb garden in the grotto to the northwest of Orkutsk.

Note: For the time being, there is nothing you can do to shift the man who is blocking the staircase in the entrance area of Orkutsk.

Weapons or Armour

Two merchants work shifts in the same shop in Orkutsk. You will find the armour merchant behind the counter during the day and the weapon merchant will serve you at night.

The Alchemy Pot

VALUETHROUGH

Mixing tip

Iron headgear + scholar's cap = thinking cap

No need to spend any gold on a steel spiked whip, as once you have the ultimate key you can acquire one for free.

The dragon shield at 6900G is an astute purchase, as it reduces flame and ice damage.

If you have diligently been collecting mini medals throughout the game, you can acquire the miracle sword for 68 medals. A hit from this handy weapon will heal the Hero (or Jessica) by a quarter of the damage inflicted.



01

02

GHEB GROTTO



177

MONSTERS

No.	Name	HP
160	Freeze fly	126
162	Frostburn	113
163	Hellhound	166
168	Killing machine	165
169	Icikiller	198
172	Frost wyvine	286

ITEMS

No.	Item	
1	Map	
2	Mini medal	
3	Rose-wort	
4	100 gold coins	
5	Elf elixir **	
6	Devil's tail *	
7	2100 gold coins *	
8	Mini medal	
9	Rose-root	
10	Seed of life	
11	Mini medal	
12	Icicle dirk **	

* Thief's key ** Magic key

BLIZZARD PEAKS

LEVEL 1

The Hero should be at around Level 31 before you tackle the Herb Grotto. You will find the **map** in a chest in the first room on the left. Next, proceed up the slope in the northwest corner and then inch across the slippery bridge (Fig. 1). It is best to use the directional buttons to cross.



01

If you encounter any icikillers (Fig. 2) on the way, remember that they can use Bounce, so your attack spells could be reflected back on you if you're not careful.



02

LEVEL 2

If you go straight ahead at the start, you will see a chest in the ice room, containing a precious **elfin elixir**. The steps to the northwest lead to a dead end, but you should take a little detour downwards

anyway, as there are treasure chests on Level 3 containing **2100 gold coins** and a **devil's tail**. Further on, you will come to the steps in the south of the level.

LEVEL 3

You will see a huge icicle stuck in the ground near the steps that lead to Level 4. Two more icicles will fall down to form a bridge as you walk past (Fig. 3). Go back up the slope to the southeast of the cavern and cross over the upturned icicles to reach the exit. There are other places where icicles will come crashing down to the ground just behind you, but despite giving you a shock, this will endanger neither life nor limb!



03

LEVEL 4

Three more icicles will fall down from the roof of the grotto in the next large cavern. Go round, up the slope onto the central platform with the large icicle, and cross over the makeshift bridge. You will eventually find Marek in the northwest part of the level, trapped behind a wall of icicles (Fig. 4). If he is not there, it means that you have not had the required conversations in Orkutsk (see page 177).



04

Time for Munchie to hop into "mouse action hero" mode! Scamper behind Marek, head down the slope to the left, then left again along the large crevice. Return to the Hero when the giant icicle falls from the roof. Once Munchie is safely back in the Hero's pocket, cross the makeshift icicle platform to reach Marek. Talk to him and then use Marta's bag. Your next task is to escort Marek back to Orkutsk. Use Evac to exit the cave.



05

Eight hellhounds will be waiting for you outside. A series of group attacks (e.g. Zap, Axes of Evil, Swoosh, Kasizzle) will swiftly dispatch the pack. After the next sequence, Zoom to Orkutsk with Marek. The sleeping "beauty" is no longer blocking the staircase, so you can go directly to Marek's room in the basement, where he will ask you to check that everything is all right at Marta's Cottage.



05

MARTA'S COTTAGE

First, step briefly inside the cottage. As soon as you see the hellhounds, leave and enter the cave behind the house (Fig. 5). After the cutscene, talk to Marta about Marek. Now talk to the dog. You will then hear an explosion outside. Go and investigate what has happened. You will eventually acquire the **ultimate key** and must fight eight more hellhounds.

You have a new destination after all this drama. It is rumoured that the sceptre and its owner have headed east, in the direction of the Lord High Priest's Island. Set off for Savelia Cathedral, either via Zoom (if you've been there before when exploring the high seas), or via your ship.

The Ultimate Key

You can use the ultimate key to open metal doors in various places, behind which you will generally find three or four treasure chests: in Pickham (in the building south of the well – see page 136); in the basement of Red's Den; in Castle Trodain (2nd floor, east wing – see page 146); in Princess Minnie's Castle (Fig. 6, see page 154); in Argonia Castle – see page 161 (1st floor, entrance above the staircase next to the moat, on the 3rd floor in the west wing); and in the item shop in Arcadia.

Among the items you will find are a moon axe, a spiked steel whip, a power shield, and six mini medals. The Princess will reward you with sacred armour for 75 medals. This restores 30 HP after every turn during combat.  Page 213



06

SAVELLA AREA



THE ISLAND OF THE LORD HIGH PRIEST

Many birds live on this island, including two amazingly tame specimens. A bird will come near you in the northwest of the island (close to the chest containing a phial of **magic water**). Examine your new feathered friend to obtain a **seed of life**. Another bird will approach you in the west of the island, on the path south of the crossing (Fig. 1). This one donates a **seed of magic**.

ITEMS

No.	Item	
1	Magic water	
2	Seed of life	
3	Seed of magic	
4	Seed of defence *	
5	Fresh milk	

* Magic key

MONSTERS

No.	Name	HP	
100	Night emperor	100	
104	Skeleton soldier	94	
121	Magic dumbbell	78	
127	Bulldozer	131	
129	Shade	86	
132	Hoodlum	123	
134	Demonrider	126	
135	Killer moth	84	
141	Silenus	131	
142	Robo-robin	99	



BLIZZARD PEAKS

SAVELLA AREA

SAVELLA CATHEDRAL

ITEMS

No.	Item	Equip On
1	Mini medal *	
2	Seed of wisdom *	

* Thiel's key

WEAPON SHOP

Item	Price	Equip On
Steel scythe	3700	
Eagle dagger	3900	
Partisan	4400	
Holy silver rapier	6600	

INN

Price: 50 gold coins (per person)

THE PATH IS THE DESTINATION

Your trip to Savella Cathedral will initially prove fruitless. The only useful snippet of information comes from a sailor standing near the merchants (Fig. 1). He tells you about a mysterious cave under a bridge on the eastern continent. You must sail down the river between Castle Trodain and Alexandria to reach it.

ARMOUR SHOP

Item	Price	Equip On
Full plate armour	2300	
Silver mail	4300	
Magic vestment	4400	
Steel shield	2500	
Iron mask	3500	

ITEM SHOP

Item	Price	Equip On
Medicinal herb	8	
Antidotal herb	10	
Holy water	20	
Chimaera wing	25	
Moonwort bulb	30	
Gold rosary	500	



PIRATE'S COVE

ITEMS

No.	Item	Equip On
1	Mini medal	
2	Seed of magic	
3	790 gold coins	
4	Magic water	
5	Mini medal	
6	Map	
7	Mini medal	
8	Rock salt	
9	Mini medal *	
10	Hades' helm *	
11	Bone shield *	
12	Iluminated sea chart	

* Ultimate key

MONSTERS

No.	Name	HP
120	Mimic	144
175	Smacker	131
175	Zombie gladiator	180
183	Demon thunderer	179
238	Man o' war	56
240	King kelp	86
244	Squid kid	74
245	Crayzee	91
255	Merkling	196
257	Octavian pirate	205
258	Riptide	235

1 can be summoned by king kelp



LEVEL 1

There is a hidden cave directly under the bridge between Farbury and Alexandria, which you can only find by ship (Fig. 1). Mimics and riptides feature among the local monsters and they occasionally use the Whack spell. The room on the left of the jetty contains a *mini medal* and

a seed of *magic*. There is a barrel to the right containing **790 gold coins**. The metal door to the right can only be opened using the ultimate key. The Hero should be at around Level 32 before you enter Pirate's Cove.

01



02

LEVEL 2

First, open the door on the right of the passage. There are two barrels behind the door containing a phial of *magic water* and a *mini medal*. The map is hidden in the chest in the adjoining room.

If you go through the hole in the wall on the left you will find a *mini medal* in a pot.

Examine the wheel in the room in the northeast of Level 2 (Fig. 2) to open a secret door.



03

LEVELS 3-4

On Level 3, go through the room containing the *rock salt* and take the steps down. Follow the passage on Level 4 to the large, octagonal room (Fig. 3), which has a crank on the middle wall (Fig. 3), which you can turn to drain the water from the room in the centre. Return to Level 3, not forgetting to open the chest containing a *mini medal* in the adjoining room.

On Level 3, enter the room containing the two treasure chests and take the *Hades' helm* and the *bone shield*. The helm is cursed, but the Hero is immune, so feel free to equip him with it.



04

Finally, proceed to the octagonal room. As you have just drained the water from the floor below, you can descend the ladder (Fig. 4) to reach the last room in the southeast of Level 4.

The Alchemy Pot

Mixing tip

The Princess will reward you with a piece of *orichalcum* for 83 *mini medals*. This precious ingredient is necessary for various recipes (see page 64). You can forge a liquid metal sword for example, or concoct this useful healing item:

orichalcum + gold nugget + Yggdrasil dew = sage's stone



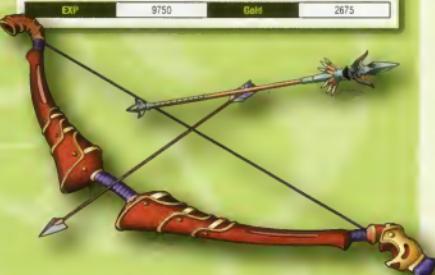
Boss

The boss can act twice per turn. He normally increases his tension to 100 and then eliminates any positive status effects with a wave of ice, before attacking the entire party with Thin Air. Thin Air combined with super high tension is tetrah and can inflict over 200 points of damage on all characters. If the boss has raised his tension to 100 you should select Defend for all party members to have the damage they sustain. However, the boss will not always wait to reach 100 before he attacks, so Angelo should frequently cast Multiheal (a spell he learns at Level 30), or the Hero should cast Omnitheal (a spell he learns when his Courage reaches 82 points). Another party member can use a sage's stomp to knock the entire party's HP topped up.

The wave of ice negates any increases in tension or defence. If Jessica has learned Puff-Puff (an ability she acquires when her Sex Appeal reaches 38), she could use this to stop the boss for a short while and reduce his tension. Angelo could also employ Sarcastic Snigger (an ability he learns when his Charisma reaches 13) or Chilling Chuckle (learned when Charisma reaches 52). The crucial factor is to regularly reduce the boss's Defence using Helm Splitter or Sap, at the same time as pummelling him with constant attacks (you could reinforce these with Oomph) and managing to Defend at precisely the right moment. The victor receives a *pirate's hat* and can take the *illuminated sea chart* from the treasure chest.

272 BOSS X

HP	3680	Attack	256	Agility	90
MAP	255	Defence	152	Level	12
Item					
		Pirate's hat			
EXP	9750	Gold	2675		



"X" MARKS THE SPOT

When you view the illuminated sea chart a route will appear on the world map from point "X" west of Neos to the isolated plateau. Sail to point X, a conspicuous group of rocks rising out of the ocean (Fig. 5), where a shimmering white line will appear in the water in front of you. Sail along the line to the isolated plateau. If you stray over the edge, you must start again from point X, so steer carefully.



05

Isolated Plateau



MONSTERS

No.	Name	HP	
1	Slime	7	
4	Dracky	10	
164	Troll ¹	423	
173	Elysium bird	173	
174	Dragun ²	268	
175	Smacker	131	
176	Zombie gladiator	180	
177	Stone golem ³	278	
179	Mucho macho	316	
182	Tyrantosaurus	208	
183	Demon thunderer	179	
186	Grim rider	236	
188	War gryphon	249	
190	Heligator	512	

ITEMS

No.	Item	
1	Magical mace *	
2	Lesser panacea *	
3	Mighty armlet *	
4	Mini medal	
5	Elfin elixir *	
6	Fresh milk *	

* Magic key

INFAMOUS MONSTERS

Name	
Brontes	
Torn ¹	
Orrid ²	
Doldrums	

1 From Rank D
2 At either one of the two locations
3 From Rank F onwards

THE LONELY ISLAND

You are ready to explore this area when the Hero has attained at least Level 33. When your ship docks, go east and follow the path upwards from there. As the name indicates, this plateau is isolated from the rest of the world, so you cannot summon a mount here with Baumren's bell.



THE LEGEND OF THE GODBIRD

Listen to what the chief in the large hut (Fig. 1) has to say about the Godbird Empyrea. Your conversations with the other inhabitants also revolve around the large, mythical bird, or rather, her shadow, as that is all you can see of her at this point. According to the legend, anyone who follows Empyrea will enter the World of Darkness...

You will find an extremely powerful infamous monster (Brontes) to the southwest along with a useful item, a **magical mace**. Your destination is the village of Empycchu in the southeast.



WALSTHOLME

ITEMS

No.	Item	Equip On
1	Seed of strength	
2	Mini medal	
3	Red mould	
4	Waterweed mould	
5	Mini medal	
6	Seed of skill	
7	Fresh milk	
8	Fur poncho	
9	Mini medal	
10	Special medicine *	
11	Chimaera wing	
12	Rock salt	
13	Rennet powder	

* Ultimate key



RABBIT ISLAND



01

ISOLATED PLATEAU



03

The Alchemy Pot

Mixing tip

magical mace + bandit's grass skirt + magical hal = magical skirt
 mythril helm + fresh milk + cowpal = raging bull helm
 swallowtail + flame shield = flametang boomerang

WATCH THE BIRDIE

Proceed to the large stone archway on the hill southwest of Empycchu (Fig. 2). There, during the daytime, you can see Empyrea's shadow. Follow the shadow (Fig. 3) wherever it leads you, through the toxic lake in the west and up to the hill further north, until it finally forms a swirling Black Eye, through which you can enter the World of Darkness. If you pan the camera up and down using the right analog stick when required, you will find it easier to keep the shadow in view. If you lose it, you can start again from the stone archway.

WORLD OF DARKNESS

ITEMS

No.	Item	Equip On
1	Mini medal	
2	Devil's tail *	
3	Iron headgear *	
4	Seed of agility *	
* Ultimate key		

MONSTERS

No.	Name	HP
161	Dark slime	97
170	Shadow	154
178	Dark condor	163
180	Dark skeleton	240
181	Dark macarbour	334
187	Dark sea-diva	236
189	Dark turkey	214
194	Dankodie	593

1 Only in the west
2 Only in the east



THE WORLD OF SHADOWS

Your chances of survival in the World of Darkness are very good if the Hero has reached at least Level 33 when you enter. Your destination: Dark Empycchu. The settlement will be the only Zoom location in this world. You must pass through the Dark Eye if you want to return to the World of Light.

Watch out for the dark macarbour (Fig. 1). This sinister tree's death dance can inflict sudden death on the entire party. Its power should be reduced immediately with Magic Barrier. Angelo can also use Ban Dance to stop the overgrown twig performing its jig of doom.

DARK EMPYCCHU

ITEMS

No.	Item	Equip On
1	Mini medal	
2	Seed of magic	
3	Rock salt	
4	Mini medal	
5	Fresh milk	
6	Dragon scale	
7	Mini medal	
8	Premium mould	
9	Special antidote*	
10	180 gold coins	
11	Cowpat	
12	Mini medal	
13	Cold cheese	

* Ultimate key

TRADING POST

Item	Price	Equip On
Holy water	20	
Magical mace	9000	
Mercury's rapier	10500	
Bandit mail	13000	
Flame shield	7100	
Mythril helm	13300	



INN

Price: 0 gold coins



THE "EMINENCE GRISE"

Talk to the chief about the Godbird. He asks you to take matters in hand. Go to the large stone archway (Fig. 1) to find out what is happening. Be prepared for a tough battle!

Boss

The boss acts twice in one turn and can remove built-up tension and support spells with a wave of ice. As her physical attacks can inflict almost 200 points of damage, even the more powerful characters are at risk of being felled instantly. The boss will also attack the party using Zap and a blinding strike that induces the Dazzled status change. Blinded characters should attack with spells or use multiple attacks such as Multithrust. Yangus can use Parallax.

The boss can heal herself with Midheal and is immune to Dazzle and other similar effects. She has a high level of Defence, which cannot be reduced with Sap/Helm Splitter. Spells have a limited effect on her, particularly Frizz, Sizz and Bang. Your best bet is to mount physical attacks enhanced with Oomph and a high dose of tension. Without this reinforcement, a physical strike inflicts less damage than a powerful attack spell.

Kabuff is useful for reducing damage, provided that it is not dispersed by a wave of ice. You should use a sage's stone at regular intervals if you have

275 BOSS XI

HP	1785	Attack	385	Agility	101
MP	255	Defence	308	Level	42
Item					
Seed of magic		EXP	10150	Gold	0

already mixed one, and don't hesitate to summon a Monster Team if you have one available.

You will receive a **seed of magic** after the battle and the offer of a ride to the Godbird's Eyr. You can decline the invitation and rest overnight in the village if your resources are depleted, and take up the offer later when you return to the stone archway.

GODBIRD'S EYRIE (DARK)



MONSTERS

No.	Name	HP
161	Dark slime	97
170	Shadow	154
178	Dark condor	163
180	Dark skeleton	240
184	Dark star	236
185	Dark minister	193
187	Dark sea-diva	236
189	Dark turkey	214
191	Dark dullahan	292
194	Darkodile	593

ITEMS

No.	Item	
1	Map	
2	Ring of truth *	
3	Gold nugget *	
4	Demon whip *	
5	Saint's ashes *	

* Ultimate key

LEVEL 1

You will find a chest containing the **map** on the left. You must then go back down and up the other side to reach the exit to the south (top right on the map). You will end up at the rear of the mountain (Fig. 1), from where you can head left up the slope to Level 2.



01

LEVELS 2 + 3

If you go left at the first fork and follow the path, you will come to a dead end in the middle of Level 3, where there is a chest containing a **ring of truth**. The right-hand passage leads northwest, towards your target destination on Level 2 (near the **gold nugget**). From there, go outside and up the path to Level 3. Cross this level (Fig. 2) to reach the entrance to Level 4 (top right on the map).



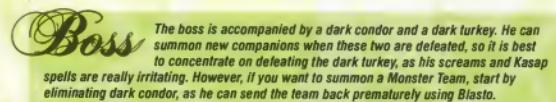
02

LEVELS 4 + 5

If you go through the left exit (as it appears on the map), you will wind up back outside the mountain, where you will find a chest containing a cursed **demon whip**. The central exit also leads outside and up to Level 5. You have a choice of two possible routes again on Level 5: if you head for the slope at the bottom right of the map, you will eventually come across a chest containing **saint's ashes**. The spiral path on the left of the map takes you to your final destination.



03



Boss The boss is accompanied by a dark condor and a dark turkey. He can summon new companions when these two are defeated, so it is best to concentrate on defeating the dark turkey, as his screams and Kasap spells are really irritating. However, if you want to summon a Monster Team, start by eliminating dark condor, as he can send the team back prematurely using Blasto.



The boss acts twice in one turn. He will most likely use Bounce and attack the entire party with blazing fire. His critical hits are highly dangerous and can cost around 300(HP). As this boss has not mastered a wave of ice, you can increase your Defence and Attack power as much as you like. Insultate hampers the effects of flame attacks. As you can use Sap/Helm Splitter to reduce the boss's Defence, you should have little trouble winning this battle, even if a party member may sometimes fall victim to a critical hit.

You will receive a **seed of skill** after your victory and can take the Godbird's soulstone and use it to fly in the "normal" world. The Dark Eye in the northwest of the Isolated Plateau is your conduit between the two realms.

276 BOSS XII

HP	3950	Attack	326	Agility	99
MP	8	Defense	152	Lives	42
Item	Send of skill				
EXP	8600	Gold	0		

THE DESTINATION

You can use the Godbird's soulstone to fly to the Lord High Priest's Residence (Fig. 3), but you won't find the owner of the sceptre there, although you do get to witness an interesting little cutscene.

Kalderasha can once again help you in your search if you're looking for guidance. If you want to save yourself some detours, you can also read where to go on page 190.

AREAS ACCESSIBLE BY AIR



MONSTERS

No.	Name	HP	Ability
2	Candy cat	10	
84	Liquid metal slime	8	∅
100	Night emperor	100	∅
110	Gold golem	120	∅
118	Bomboulder ¹	115	∅
173	Elysium bird ²	173	∅
188	War gryphon	249	∅
192	Killer croaker	183	∅
193	High roller	264	∅
195	Cyclops	482	∅
196	Bloody hand	192	
210	Stone guardian ²	450	

¹ Can be summoned by high roller

² Can be summoned by bloody hand

NOTHING BEATS FLYING

The following pages provide a summary of optional regions you can only access using the Godbird's soulstone. They are generally "marked" with a light veil of cloud (Fig. 1).

A specific assortment of monsters prowl around in the areas cut off from the rest of the world, with the exception of Egeus' Tablet and Howlwind Hill, which have their own particular species of native fauna.

Controls

The golden bird always flies forward. Use to overlay an outline of the controls on the screen to guide you:

- ↑ Descend
- ↓ Rise
- ↔ Steer left/right
- Ⓐ Change camera view
- Ⓑ World map
- ⓧ Accelerate
- Ⓐ Land

You can only land if there is a white outline around the bird's shadow (Fig. 2). If you press the right analog stick upwards, you will always have the shadow in your sights.

Important: No battles take place in the air, and any activity in the alchemy pot also ceases!

NORTHWEST ISLE: PLATEAU (MAP 1)

If you recruit Stoneman (Fig. 3) alongside Brickman and Goldman, you will have an unbeatable team in the Monster Arena. Warning: the **ruinous shield** nearby is cursed.

Sugi does not always appear here, but you may find him on the Isolated Plateau.

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ITEMS

No.	Item
1	Ruinous shield *

* Ultimate key

INFAMOUS MONSTERS

Name
Pa Troll
Sugi ¹
Stoneman ¹

¹ From Rank 8 onwards



01



02



03



BACCARAT REGION: SHRINE (MAP 2)

Apart from a stone marker with nothing carved on it, and a pleasant enough statue of a dragon (Fig. 4), there is nothing to be found on this conspicuous structure to the south



of Seaview Church, not even any monsters! Nice view, though...



Map 2

KINGDOM OF ARGONIA: HILL (MAP 3)

ITEMS

No.	Item	?
1	Flametang boomerang	



DESERT: MOUNTAIN (MAP 4)

ITEMS

No.	Item	?
1	Mini medal *	
2	Ogre shield *	

* Ultimate key

INFAMOUS MONSTERS

Name	?
Nohi 1	

1 From Rank B
2 Nohi may also be found on the island between Ascantha and Protham



Map 3



Map 4

ISOLATED PLATEAU: PLATEAU (MAP 5)

ITEMS

No.	Item	?
1	Skull helm **	

** Ultimate key

** This cursed item is required to create the mighty limber of tension

INFAMOUS MONSTERS

Name	?
Sugl 1.3	
Metabolic 1.3	

1 Sugl has one other possible haunt
2 Metabolic has three more haunts
3 From Rank B



Map 5



Map 6

The Alchemy Pot

Mixing tip

	skull helm + saint's ashes = sun crown
	sun crown + tough guy tattoo + magic beast hide = limber of tension

HOLY ISLE OF NEOS: PLATEAU (MAP 6)

KINGDOM OF ASCANTHA: ISLAND (MAP 7)

ITEMS

No.	Item	?
1	Yggdrasil dew *	

* Ultimate key

INFAMOUS MONSTERS

Name	?
Nohi 1.2	
Bush-W	

1 From Rank B
2 Nohi may also be found in the mountains south of the Desert



Map 7



The Alchemy Pot

Mixing tip

- gold nugget + thinking cap
+ silver tiara = golden tiara
- rusty old sword + slime crown
+ orichalcum = liquid metal sword
- ruinous shield + saint's ashes
+ orichalcum = metal king shield

FAREBURY REGION: EGEUS' TABLET (MAP 8)

ITEMS

No.	Item		
1	Yggdrasil leaf		
2	Mini medal		
3	Mini medal		

MONSTERS

MONSTERS

No.	Name	HP
116	Bomboulder	115
173	Elysium bird	173
188	War gryphon	249
190	Heligator	512
197	Snadragon	436

You can talk to the two conspicuous monsters that you encounter on this plateau. Stand to the right of the bird (Fig. 5) and then go down south to

the water's edge. Search the bank using \otimes until you find the mini medal, which is well hidden in the sand. It may take a while, but it is there, honest!

ARCADIA REGION: HOWLWIND HILL (MAP 9)

MONSTERS

No.	Name	HP
1	Slime	7
8	She-slime	18
12	Bubble slime	20
21	Healslime	24
36	Metal slime	4
66	Cureslime	54
84	Liquid metal slime	8
111	King slime	210
131	King cureslime	180
171	Metal king slime	20

ITEMS

No.	Item	
1	Conqueror's axe	

Every slime imaginable lives on the hill north of Rydon's tower (Fig. 6), including metal king slimes, which yield 30010 EXP(!) each, so this is an ideal place to level up your characters. You will also find the **conqueror's axe** here, the most powerful axe available for Yangus.

GODBIRD'S EYRIE

ITEMS

No.	Item	
1	Mini medal	
2	Mini medal	
3	Gold nugget	
4	Dragon dung	
5	Orichalcum	

MONSTERS

No.	Name	HP
4	Dracky	10
84	Liquid metal slime	8
116	Bomboulder	115
173	Elysium bird	173
174	Dragum	268
175	Smacker	131
176	Zombie gladiator	180
177	Stone golem	278
179	Mucho macho	316
182	Tyrantosaurus	208
183	Demon thunderer	179
186	Grim rider	236
192	Killer croaker	183
193	High roller	284
196	Bloody hand	192
210	Stone guardian	450

You can also use the Godbird's soulstone to go to Godbird's Eyrie in the normal world (Fig. 7). The layout of the dungeon is identical to the Dark counterpart (see map on page 185). You can even use the old map. Only the contents of the treasure chests differ. You will find **mini medals** in the chests on Levels 1 and 3, a **gold nugget** on Level 2, **dragon dung** outside on Level 4 and a piece of **orichalcum** on Level 5. The latter alone is worth a foray into the mountain!

Note: A trip to the mountaintop in the normal world will prove fruitless.

1 Can be summoned by high roller

2 Can be summoned by bloody hand

UNTRODDEN GROVES



MONSTERS

No.	Name	HP
116	Bomboulder ¹	115
171	Metal king slim ²	20
173	Elysium bird ²	173
192	Killer croaker	183
193	High roller	284
195	Cyclops	482
196	Bloody hand	192
197	Snadragon	436
198	Buffalogore	380
199	Mohawkar	344
210	Stone guardian ²	450

1 Can be summoned by high roller

2 Can be summoned by bloody hand

ITEMS

No.	Item	
1	Mini medal *	
2	Super spicy cheese *	
3	Fresh milk	

* Ultimate key

INFAMOUS MONSTERS

Name



THE HIDDEN VILLAGE

Tryan Gully is only accessible by air. You can land right in front of the entrance, or in a clearing further east, close to the cyclops Arges and a chest containing a mini medal.

TRYAN GULLY

ITEMS

No.	Item	
1	Mini medal	
2	Efin elixir	
3	Slime crown	
4	Yggdrasil dew	
5	Mini medal	
6	Premium mould	
7	Seed of defence	
8	Staff of antimagic	
9	Darktree leaf	

INN

Price: 5 gold coins

ARMOUR SHOP

Item	Price	Equip On
Giant armour	18000	
Mirror armour	21000	
Mirror shield	15000	
Power shield	18000	
Thinking cap	13000	
Great helm	16000	



ITEM SHOP

Item	Price	Equip On
Rowing dress	14800	
Antidote herb	10	
Holy water	20	
Armor seco essence	120	
Magic water	300	
Rockbomber shard	450	

WEAPON SHOP

Item	Price	Equip On
Dragonsbane	11000	
King axe	17000	
Bilzard blade	21000	
Great bow	28000	
Heavy hatchet	29000	
Staff of resurrection	45000	

THE TREASURE CHAMBER

Talk to Raya in the building to the far east of the settlement (Fig. 1). You can reach it by crossing the bridge. She will grant you access to the treasure chamber. You get there by passing through the inn, which also doubles up as a makeshift shopping mall, housing several merchants who have a whole range of useful but expensive

articles for sale. By far the most important item in Tryan Gully is the **Darkree leaf**. Use it to reveal the location of the sceptre on the world map. Fly there and follow the owner of the sceptre until he lands at the Lord High Priest's Residence.

The Alchemy Pot

Mixing tip

- mirror shield + white shield + holy water = stainless shield
- mirror shield + amor seco essence + magic water = silver shield

Your top priority for the alchemy pot should be the timbreli of tension (see page 188).



LORD HIGH PRIEST'S RESIDENCE



ITEMS

No.	Item	Icon
1	Sage's robe	
2	Mini medal	
3	Seed of life	
4	Mini medal	



THE UNINVITED GUEST

When you land (Fig. 1), enter the grand halls of the Lord High Priest's Residence. Battle will commence on the top floor as

soon as you confront the monster, so be sure to prepare any items you may need beforehand.

Boss

The boss acts twice per turn. He attacks the party using cold breath (use Insulte to reduce its effects), and can knock everyone off their feet with War Cry. The characters lose their tension along with their balance – and their dignity! The boss has a high resistance to Sap/Helm Splitter, but is not totally immune. Attack spells work perfectly but effects such as Dazzle and Snooze are useless.

The boss's critical hit is extremely dangerous, as it can cost up to 300 HP. Normal attacks can cost around 75 HP but can be significantly weakened with Kabuff. Thankfully, the boss does not have a wave of ice at his disposal. You can confidently use your old favourites (Sap, Oomph and Kabuff) and attack with increased tension. If you maintain your HP at a high level, e.g. with a sage's stone, and are prepared to resurrect a character from time to time, victory is yours for the taking!

277 BOSS XIII

HP	4260	Attack	299	Agility	94
MP	0	Defence	152	Level	45
Item	-				
EXP	10200	Gold	0		

PURGATORY ISLAND

After the battle in the Lord High Priest's Residence, you inevitably land on Purgatory Island. Talk to all your fellow cellmates, and examine the door until the cutscene kicks in.

The next day you should again have a chat with your pals until the guards change shifts. Talk to Rolo a couple of times and you will eventually leave the wretched place. Your next destination is the Holy Isle of Neos (Fig. 2).



02

HOLY ISLE OF NEOS

ITEMS

No.	Item	Equip On
1	Magic water	
2	Agility ring *	

* From Key

INFAMOUS MONSTERS

Name
Goldman
Talos

1 From Rank D

MONSTERS

No.	Name	HP	Equip On
100	Night emperor	100	
104	Skeleton soldier	94	
106	Tap devil	85	
107	Mushroom mage	81	
108	Reddit hipster	103	
110	Gold golem	120	
113	Toxic zombie	116	
115	Volpone	107	
118	Hades condor	102	



Neos

ITEM SHOP

Item	Price	Equip On
Medicinal herb	8	
Antidotal herb	10	
Holy water	20	
Chimaera wing	25	
Gold rosary	500	Hero

WEAPON SHOP

Item	Price	Equip On
Edged boomerang	1360	Hero
Chain whip	2200	Hero
Steel scythe	3700	Hero
Dream blade	4700	Hero
Holy silver rapier	6600	Hero

INN

Price: 50 gold coins



TRADE POST

Item	Price	Equip On
Medicinal herb	8	
Moonwort bulb	30	
Holy water	20	
Dream blade	4700	Hand
Turtle shell	2300	Hand
Cloak of evasion	3000	Hand

1 After your stay on Purgatory Island

ARMOUR SHOP

Item	Price	Equip On
Full plate armour	2300	Body
Silver cuirass	3200	Body
Light shield	2250	Hand
Steel shield	2500	Hand
Iron mask	3500	Head

VALHALLA

ITEMS

No.	Item
1	Seed of magic
2	Holy water
3	16 gold coins
4	Chimera wing
5	Scholar's specs
6	Gold rosary
7	80 gold coins
8	Moonwort bulb
9	Seed of skill
10	Spicy cheese

LAST CHANCE

After your brief "holiday" on Purgatory Island you now head for Neos, but you won't get much of a break, however, as the next boss is waiting for you in the shrine in the north of town (Fig. 1). If you have not yet visited Neos, you should explore and collect some items before you open the door to the shrine. The Hero should have attained at least Level 35 before embarking on the next battle.

Important: This is your last chance to act as bodyguard to Cash or Carrie in Baccarat.  Page 209

Note: Don't forget to tell Marek about your victory over Boss XIII. He will give you four pieces of nook grass as a reward, which can be used to create a crimson robe, among other things.



01

Boss

The boss acts twice per turn. He uses Kafizzle (inflicting over 50 points of damage) and Wind SICKLES (around 100 points of damage) against one character. A normal strike costs between 80 and 120 HP. He can also launch attacks against all characters, which always inflict around 100 points of damage. He can heal himself and frequently uses a wave of ice to remove all positive status effects from your party.

The boss's Defence can be reduced using Sap/Helm Splitter and you can limit the effects of some of his physical attacks with Kabuff. Magic Barrier and Insulante reduce the effects of Kafizzle. The boss is totally resistant to fire spells. Constant physical attacks with 20x tension and Oomph work best, and strong attack spells (other than fire) are also

BOSS XIV

HP	3120	Attack	320	Agility	108
MP	255	Defence	178	Level	42
Item	-				
EXP	11020	Gold	0		

very effective. You can even call up your Monster Team if you feel like taking a brief breather. If you already have the timbrel of tension you can defeat this boss in an instant. You will eventually acquire the *Templar Captain's ring*.



02

AFTER THE BATTLE

Several things change after your victory:

The casino in Baccarat will certainly have opened by now. A monster is causing havoc in the town.

 Page 211  Page 213

Yanguis can now pick up an invaluable present in Red's Den: the *flail of fury*, a weapon which enables you to launch powerful attacks on multiple enemies.

The bazaar has now moved into the building in the northwest of Argonia (Fig. 2), and two new items have appeared. You can also now enter a mini-dungeon in the town: the Trolls' Maze.

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Sooner or later you will have no choice but to take a closer look at the Black Citadel, which has recently appeared. You can't miss it, just look for the mass of pure pulsating purple evil that's casting a shadow on your nice map...

BLACK CITADEL



MONSTERS

No.	Name	HP
102	Skeleton soldier	255
128	Ghoul	182
131	King cureslime	180
171	Metal king slime	20
173	Elysium bird	173
200	Archdemon	348
201	Bobonga	443
202	Caped caperer	216
203	Claws	283
204	Boss troll	780
205	Mimic king	340
206	Fowfighter	285
207	Dullahan	335
208	Gigantes	710
209	Frou-frou	510
210	Stone guardian	450
211	Wight priest	258
212	Hell gladiator	276

ITEMS

No.	Item	
1	Map	?
2	Orichalcum *	?
3	500 gold coins	?
4	Prayer ring	?
5	Seed of defence	?
6	1200 gold coins	?
7	Saint's ashes	?
8	Yggdrasil leaf	?
9	Hard cheese	?
10	Orichalcum	?
11	Icicle dirk	?
12	Seed of life	?
13	Cured cheese	?
14	Rock salt	?
15	Dark robe	?
16	Premium mould	?
17	Silver shield *	?
18	Sage's stone	?

1 Can be summoned by wight priest

2 Can be summoned by dullahan

* Ultimate key

THE LONG WALK

You should have reached at least Level 38 when you arrive at the Black Citadel. It would also be very helpful to have mixed a sage's stone and a timbrel of tension.

Go straight ahead to the intersection. You will see a flattened staircase in front of you, which you can raise up using the lever on the level above. First, however, you need to find the map. Go left, then through the first door on the left. Cross the room and head out onto the balcony to find the treasure chest. Now go back past the flat staircase. Continue along the passage and go up the staircase at the end.

There is a chest containing a piece of **orichalcum** at the top of the tower at the far end on your right. If you fancy getting your hands on it, you will find the tower entrance round the back. Return to the courtyard once you have bagged the orichalcum.

Proceed up the small flight of stairs on the left of the courtyard (Fig. 1) and you will come to a room containing dozens of barrels, twelve of which contain items, including another piece of **orichalcum** and some **saint's ashes**. Go up the staircase at the other end of the room onto the roof and then down the staircase on the left. Turn left (southwards) and pull the lever to raise the staircase in the front entrance.

This creates a shortcut that you can use if you want to leave the Black Citadel via Zoom or the soulstone to save your game. You will then be able to reach this point more quickly on your next visit.

Continue in a northerly direction. Go left, past the fountain (Fig. 2), and up the next flight of stairs that leads to a long, narrow room. Go right (the only way you can go), then turn left at the first opportunity and out through the doorway (Fig. 3) opposite. Now follow the path southwards into the adjacent building. Behind the door on the left you will find a room with a cupboard containing a **dark robe**. Although the layout of the citadel looks very confusing on the map, there really is only one route available to you, apart from a couple of dead ends leading off it. All the items are therefore more or less under your nose, so you might as well collect as many as you can.

Leave the bedroom and continue left (eastwards), over the landing and through the next room. On the eastern side, cross the bridge that leads to a room deep in the heart of the building (Fig. 4), where you will find two pots, one containing a piece of **premium mould**. Go down the stairs and turn right at the bottom. There are more stairs just past the tombstones, which lead down to a treasure chest containing a **silver shield**. Go back up the stairs you just came down and continue past the staircase and into the next room.

You will find yourself in a large hall (Level 1 on the map). The exit is directly opposite and leads to the lower floor of the long, narrow room mentioned earlier. Go up the steps on the right (the first flight only. Do not go all the way to the top!) and pull the statue back (Fig. 5). Go through the doorway and proceed left past the staircase. This leads outside, where you will find a chest containing a **sage's stone**, the last item awaiting you in the Black Citadel. Now follow the route up the staircase until you reach another lever (Fig. 6). Pulling it raises a staircase below, which connects the entrance and the main building in the north, which you can reach via the ramp in the northwest.



01

WALKTHROUGH



02

WALKTHROUGH



03

WALKTHROUGH



04

WALKTHROUGH



05

WALKTHROUGH



06

WALKTHROUGH

GOING DOWN...

You enter the "main building" at Level 5 but you need to go right down to the basement. On Level 3, go past the first flight of stairs and down the staircase on the eastern side. Below Level 1 there is a circular route round what appears to be an idyllic little town. None of the doors will open.



If you examine the stone plaque opposite (Fig. 7), all HP and MP will be restored. Decide on your route and go left or right accordingly. The direction you choose is irrelevant, the main thing is that you should keep moving. When you have gone full circle once, you will notice that the head is missing from one of the four statues by the staircase at the starting point. As you continue in your chosen direction, your surroundings will change (Fig. 8). After the third circuit, you will see a passage leading to a central room. Go down the steps in the middle of the room and prepare yourself for a gruelling fight with the boss. Distribute sage's stones or Yggdrasil dews and a couple of Yggdrasil leaves amongst the party and hope for the best!



Boss

Boss The boss performs two actions per turn, and has mastered a wave of ice. He attacks the entire party with cold breath or Kaboom, and inflicts the Dazzled status change. One character may be subjected to Kairizze, a sleep attack, a conventional attack and a critical hit, which can inflict over 300 points of damage! Although the boss's other attack may only cost between 30 and 80 points of damage, a lethal combination of a critical hit and a conventional attack may overwhelm even the strongest character; so each character should be prepared to resurrect any of the others.

Useful spells include Magic Barrier (against Kaboom and Kairizze), Insultile (against cold breath), Kabuff (against conventional attacks) and possibly even Accelerate. However, the wave of ice ensures that any form of protection is short-lived. Sap and Helm Splitter are effective, although they may not work every time. One or two characters should cast regular support spells and heal the party using a sage's stone, Multithread or Omnitheal. A powerful Monster Team may also come in handy.

The attackers should attempt to build up their tension levels. One of the healers or supporting party members should wield the timbrel of tension. Note that tension will also increase the effectiveness of Kabuff or healing spells. The boss tends to make frequent use of the wave of ice, so you may need to stick to only raising tension to 20 before striking, or risk having it wiped out. If you have concentrated the Hero's skill points on Swords or Courage as recommended, he may have 100 points in one of these

286 BOSS XV

???

HP	4850	Attack	346	Agility	115
MP	255	Defence	186	Level	55
Item	-				
EXP	0	Gold	0		

categories when he reaches Level 38 or above, and will therefore have mastered Gigashash, which inflicts severe damage in a state of high tension.

If the characters are not strong enough, some of them are likely to perish as a result of various combinations of attacks or to have their attacks thwarted by the wave of ice unless you are very lucky. If the Hero manages to launch a Gigashash attack at super high tension, a hit will cost the boss over 25% of his HP. However, the battle is more likely to be a lengthy exchange of blows. Remember that Jessica learns Kazing when she reaches Level 38, which can be extremely useful. The metal slime common on Howlwind Hill can help you to advance your characters' levels quickly (see page 189). It is often beneficial to equip a life bracer to boost a character's maximum HP.

... AND UP AGAIN!

Once the boss is defeated, all HP and MP are restored to the party. You must then make your way back up. There will be no random encounters as you retrace your steps, just a few fights with sub-bosses, who are only slightly stronger than normal monsters. Select a route round the circular passage and follow it...

Boss

Boss XVI. After the first half circuit a statue will come to life, accompanied by two dancing flames. Insultile will help against the elemental attacks, otherwise attack is the best form of defence. The defeated boss may leave behind a Hades' helm or mirror armour, but this is very unlikely (there's a 1 in 126 and 1 in 256 chance respectively).

Now continue round until you come to the four statues (complete with heads!). Again, the stone plaque opposite will restore your HP and MP. The statues come to life as you approach the stairs.

Boss XVII. Not only do these statues look familiar, they also have similar abilities to their dopplegangers. One statue can use Midithread and Zap, one can increase tension, one can cast Kairizze, Kairizze and Kasizzle and the other Multithread and Kaswoosh. Building up tension a couple of times and launching relentless attacks should be enough to defeat them, but it wouldn't hurt to use Magic Barrier to render their attack spells less powerful.

Boss XVIII. The next boss, which is actually a double act, confronts you on Level 4. This pair can reduce all characters' defence levels using Kasap and can inflict severe damage with a Flame attack. You should counter this with Kabuff and Insultile. The monsters always leave behind a phial of Yggdrasil dew. Remember to heal the party after the battle.

284 BOSS XVIII

???

HP	528	Attack	298	Agility	115
MP	32	Defence	145	Level	55
Item	Yggdrasil dew				
EXP	1350	Gold	301		

279 BOSS XVI

???

HP	432	Attack	369	Agility	156
MP	255	Defence	237	Level	55
Item	-				
EXP	1600	Gold	301		

280 BOSS XVII

???

HP	545	Attack	242	Agility	110
MP	50	Defence	177	Level	55
Item	-				
EXP	800	Gold	0		

281 BOSS XVII

???

HP	505	Attack	256	Agility	105
MP	50	Defence	166	Level	55
Item	-				
EXP	730	Gold	0		

282 BOSS XVII

???

HP	385	Attack	163	Agility	130
MP	100	Defence	179	Level	55
Item	-				
EXP	460	Gold	0		

283 BOSS XVII

???

HP	385	Attack	163	Agility	130
MP	100	Defence	179	Level	55
Item	-				
EXP	460	Gold	0		

Boss

This boss can launch a powerful attack, but has no other skills in his repertoire. This means you simply need to build up tension, cast Sap, Kabuff and possibly Oomph, heal regularly and keep attacking. Your enemy will leave behind some orichalcum. You can then use the Godbird's soulstone to depart from this desolate place.

QUEST FOR THE ORBS

Your task is still incomplete, even after the victory in the Black Citadel. (Don't forget to save your game at the next opportunity!) You receive the echo flute to help you find seven magic orbs, although it isn't essential that you use the flute. The orbs' locations all have something in common and should also be very familiar to you. The orbs are easy to spot, as their positions are indicated by a characteristic glow (Fig. 9):

- Farebury, in the ruins: purple orb
- Tower of Alexandra, on Level 7: blue orb
- Maella Abbey, in Francisco's bedchamber: gold orb
- Baccarat, 2nd floor of Golding's mansion (in the daytime): yellow orb
- Arcadia, in front of the kennel: green orb
- Marta's Cottage, in front of the cave entrance: red orb
- Lord High Priest's Residence, 2nd floor: silver orb

Bear in mind that sinister creatures now pose a threat in many areas of the world. You will find some additional information on the monsters that have recently appeared in the Secrets chapter.  Page 214

Boss

Equipment: Yngus and Jessica should have a sage's stone, and Angelo should be allocated the timbrel of tension.

The Hero should use Omnidest. If the characters have not automatically learned any abilities for reducing MP consumption, some effin elixirs would be handy. Yggdrasil leaves should be issued to the Hero and Yngus, as they are more likely to survive attacks, and because Angelo and possibly Jessica can cast Kazing. It would be useful for Yngus to have learned Kabuff, and rune staffs in the casino are always a valuable addition to the inventory. A greater panacea or similar item should be available to counter the Asteat sleep change.

Note that Yggdrasil dew is a good substitute for a sage's stone, and Munchie can use a high-drain cheat to achieve the same effect as a timbrel of tension. Life bracers, meteorite bracers or sacred armour (restores 30 HP after each round of combat) as worth their weight in gold. Basically, the lower the character's level, the better their equipment should be. Victory is possible if your characters are below Level 38, but the showdown will be less nerve-wracking if they are at Level 39 or above. Of course, a pair of mighty Dragon Teams could also make your job easier.

Part 1: In the first part of the battle against the boss, you must use the Godbird Sceptre to break down the barrier. To do this, all four characters need to use their sceptres in one turn. This summons the first of seven benevolent sages. The process must be repeated a further six times until all seven sages have appeared, after which the battle itself can begin.

Of course, the boss doesn't simply sit idly watching the proceedings, so remember to occasionally heal the characters. All four must then resume their joint efforts with the sceptre. Don't worry about using too much MP when healing, as all HP and MP will be fully restored when the barrier is destroyed. The battle will then begin in earnest.

Part 2: Your enemy performs two actions per turn. His preferred modes of attack include:

- Wave of ice
- Sleep: one character
- Katzzile: 60-100 HP, one character
- Kaboom: approx. 60 HP, party
- Blazing fire or ice: approx. 40-50 HP, party

THE GAME BEGINS AT THE END

Even after this victory, the game is far from over. There is still something for you to do in Trodian Castle and Savella Cathedral (to enter the cathedral, answer "Yes" twice). After the credits have rolled, you can finally save your game – you should do this at all costs! This special game save is marked with a star. When you load this save, you will find yourself in Argonia shortly before the battle with the last boss. Items such as Yggdrasil leaves that were used in the last battle are back in your inventory. You can now go to a new location nearby (Fig. 10), which holds many secrets and reveals interesting information about the Hero. Find out more in the Top Secret section of the guide (starting on page 215).

285 BOSS XIX

HP	3800	Attack	513	Agility	100
MP	0	Defence	120	Level	57
Item		Orichalcum			
EXP	2480	Gold	0		



When you have collected all seven orbs, return to the stone archway on the Isolated Plateau. Each character must have at least one free space in his or her inventory to leave room for a Godbird Sceptre, which is essential for the imminent battle. Unnecessary items should be stowed in the bag to clear space in the inventory. Once you are thoroughly prepared, have the very best equipment available and plenty of time, confirm that you are ready for the final battle! Your HP and MP will be restored, and the battle commences.

287 BOSS XX

HP	5640	Attack	428	Agility	115
MP	255	Defence	161	Level	60
Item	-				
EXP	0	Gold	0		

- Meteor shower: approx. 80-90 HP party
- Double attacks: he hits two characters (or one character twice) with one ball from his staff, inflicting approx. 130 HP
- Blow from his arm: inflicts over 100 HP on each member of the party
- Heals himself using meditation (500 HP)
- Can fully regenerate his MP.

The Hero (or another strong character) should attack with increased tension, a second character, e.g. Yngus, should heal the others regularly with a sage's stone, or cast Kabuff. Angelo can brandish the timbrel of tension and Jessica can cast support spells such as Magic Barrier, Insultile, Kabuff (using the rune staff), Oomph and Sap, and heal with the sage's stone. The other characters should join in the attack if they get the chance.

Well, that's the theory, but the actual battle often takes a completely different course! If the characters are at a low level, for example, you may need to assign two characters to concentrate solely on healing. One should equip the meteorite bracer to ensure maximum agility and should then act before the boss wherever possible, while the other heals at the end of the turn.

At first glance, none of the boss's attacks appear particularly deadly (one action inflicts around 200 points of damage), but the danger lies in the combination and frequency of the attacks. The boss often attacks once by bringing his arm crashing down (inflicting at least 100 HP on all characters) and then follows through with a double strike from the ball on the end of his staff (2x approx. 130 HP). If the timing is not in your favour (in one turn, the boss attacks after he has healed himself and in the next turn he attacks before healing), a double-pronged attack like this could have fatal consequences. Fallen characters should be resurrected immediately using Kazing or an Yggdrasil leaf.

With the frequent wave of ice and the constant need for healing, there is little opportunity to launch a major attack. Gigashash at high tension can inflict around 1000 points of damage, but you are more likely to succeed by staging numerous smaller attacks (Gigashash, Helm Splitter, Twin Dragon Lash) at lower tension, each of which will inflict a few hundred points of damage.





Secrets

The many secrets of Dragon Quest will be revealed to you in the following pages. The whereabouts of all hidden mini medals will be divulged, all side-quests explored, optional heroic deeds detailed, Monster Arena ranks conquered and much more. Finally, the deepest, most hush-hush secrets of all will be exposed in the sealed "Top Secret" section of the guide. However, to avoid spoiling your full enjoyment of the Dragon Quest experience, it's recommended that you only open this section after you've completed your first playthrough of the game.

THINGS WORTH KNOWING AND INTERESTING FACTS

TRIAL AND ERROR...

The Walkthrough in this guide deals primarily with vital tasks which must be completed in order to finish the game. However, to get the maximum enjoyment from the adventure, you should also take time to talk to the townsfolk, explore and examine objects and generally just try things out, for example:

- Give "wrong" answers in conversations. Sometimes doing so can produce some amusing reactions.
- Return to areas that you have already visited and talk to the inhabitants again. They may answer differently, depending on where you are in the story.
- Occasionally, individuals may also react differently if someone else other than the Hero is leading the party (Fig. 1), so try switching the order around from time to time.
- Consider the day/night cycle factor. For example, there is often more happening in pubs at night than during the day, and vice versa.

Some fun things to look out for:

- When you have defeated the Mole Hole boss, a "To let" sign is erected in the room on the first floor. You may even encounter some potential tenants there towards the end of the game.
- Bangerz's mood turns sour when you head for Port Prospect with him in tow.
- When you have solved the problem in Ascantha, you can observe a conversation between the king and his maid-servant.
- Have you tried "using" a cowpat in the inventory yet? Eww!

• Jessica will tell the kids in Alexandria the latest news when you return to the village and talk to them (Fig. 2).

• If you go round the back of the Farebury armour merchant's stall and talk to him after certain key events in the game, he will tell you the location of various recipes: the thief's key recipe (after you complete the Waterfall Cave), the Eros' bow recipe (after you acquire the ship), the imp knife recipe (after the Dark Ruins) and the dragon slayer recipe (after you emerge victorious from the Black Citadel).

The puppet player and puppet master monsters (Fig. 3) sometimes use their hand puppets to act out a Love Story. Observe the different reactions of the characters if the attacks "work": the Hero becomes totally disorientated and confused, Yanguis finds the whole thing hilarious and laughs so much that he is unable to attack, Angelo falls asleep from boredom and Jessica is totally enraptured (Enthralled).

You can also try to "vary" things a little:

- You can, for example, choose to leave Angelo behind at Maella Abbey rather than taking him with you. After visiting Pickham and completing the Swordsman's Labyrinth, however, you will be unable to proceed any further without him.
- If you obtain the Venus' tear before visiting Red for the first time, the meeting will follow the same course as if you didn't already have the item that Red wants so badly. Yanguis will then explain why you couldn't initially reveal that you had the jewel.
- Jessica automatically learns the spells Kasizzle and Kacrackle after the dramatic events in Arcadia. If you have been dragging her around dead for most of the time (purely theoretically, of course), she will end up learning these strong spells before their weaker versions, Sizz and Crack.



THE CORRECT POSITION

A character's position in the party's line-up affects how frequently they are attacked. There is no difference between the first two positions, but the fourth position is the safest place to be (Fig. 4). The percentages change depending on the number of party members. In theory, the chances of being hit break down as shown in Table 1.

As the weakest character, Jessica is safest in fourth place. However, if you reposition her at the front of the party she has some (obvious) advantages (Fig. 5). Some well-chosen items of equipment can also alter her outward appearance (see list to the right).

TABLE 1

Pos. 1	Pos. 2	Pos. 3	Pos. 4
50%	50%	-	-
40%	40%	20%	-
35%	35%	20%	10%



Jessica's outfit
Dancer's costume
Bunny suit, bunny ears and fishnet stockings
Magic bikini
Dangerous bustier
Divine bustier



RESISTANCE OF THE CHARACTERS

Each character has a secret resistance to certain attack spells, which reduces the normal amount of damage inflicted on them by approximately 25%:

Hero: Zap-type spells

Yngus: Fizz and flame-type attacks

Jessica: Woosh-type spells

Angelo: Crack and ice-type attacks



06

THE NUMBERS GAME

Skills: When you concentrate on increasing a particular skill, you will eventually reach a limit, and will have to increase the other skills for a while. When you reach the next level, you can then increase the main skill by two more points. The rule for the "cut-off point" is as follows:

Level $x 2 + 25$ = point limit.

On Level 1 the limit is therefore theoretically: $1 \times 2 + 25 = 27$. This means that you can fully master a skill from Level 38 onwards ($38 \times 2 + 25 = 101$).

Super high tension: With practice, the characters will eventually be able to increase tension to 100 (Fig. 6; also see the How To Play chapter on page 19). This will happen after you have used tension 90 times, i.e. you have either used Psyche Up or attacked with increased tension. However, even when you have passed this threshold, it will not happen every time. Sometimes a character will still only be able to raise tension to 50.

Munchie: The ability of this small rodent is limited. He can nibble two pieces of cheese per battle (Fig. 7), which means he can only attack twice.

Defence and Agility: These attributes can be increased during combat using spells. Accelerate increases the characters' Agility by an amount equal to the basic Agility value. Buff increases one character's Defence by 50% of the basic value, and Kabuff increases all characters' Defence by 25% of their basic value. The upper limits of these increases are:

Defence = basic value + 200

Agility = 999.

Agility: A higher Agility value does not automatically mean that a character attacks first. The random factor also plays a large part. This is calculated as follows:

$(\text{Own Agility}/\text{enemy Agility}) \times 50 = \% \text{ chance of the first attack.}$

Example: Hero's Agility: 215, enemy's Agility: 200. $(215/200) \times 50 = 53.75\%$.

The chance that the Hero will strike before the enemy is around 53.75%.

TABLE 2

Level	Blessed	Resurrection
1	30	10
2	60	10
3	90	10
4	120	10
5	150	20
10	300	60
20	600	210
30	900	460
40	1200	810
50	1500	1260
60	1800	1810
70	2100	2460
80	2400	3210
90	2700	4060
99	2970	4910

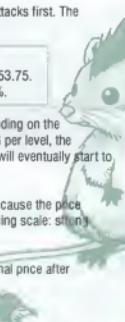
Aims: The cost of certain services performed by the church increases depending on the character's level. While the cost for removing cursed items increases by 30G per level, the "donation" for resurrecting characters initially remains the same, although it will eventually start to rise. A few examples can be found in Table 2.

Prices: If you have sold a large number of units of a particular item, this can cause the price of the item to drop. However, there are four items which have an unusual pricing scale: stone, medicine, special medicine, mystifying mixture and plain cheese.

The price of these items triples after 29 units are sold and returns to the normal price after 50 units are sold.

BETTER STEALING

The skull helm is a cursed item which reduces Yngus's attack power to zero, and can therefore be used to obtain items. The success rate of the thieving abilities Steel Sickle and Stainless Steel Sickle (Fig. 8) is normally minimal.



Verdict: Super Big Adventure

However, equipping the skull helm enables Yngus to strike an enemy frequently and to use these abilities without killing the monster. Even more importantly, this haunted helm is an essential element for mixing the timbre of tension...

THE YGGDRASIL LEAF SHOP

You can only buy a leaf in the Yggdrasil leaf shop in Argonia if you don't already have one in your inventory. You can circumvent this restriction by clever use of the alchemy pot. Start a mix with the leaf that you already

have, and then buy another one. You can then stop the mix, leaving you with two leaves in your inventory.

LEVELLING UP

There are plenty of useful places to visit if you want to boost your characters' stats, depending on how much time you have on your hands. Owing to the huge amount of experience points earned for defeating them, metal slimes (1350 EXP), liquid metal slimes (10050 EXP) and metal king slimes (30010 EXP) are ideally suited for levelling-up purposes. Unfortunately, these shy creatures rarely allow themselves to become embroiled in combat and are highly likely to flee should you engage them in battle. Attacks with a higher critical hit rate are suitable here, as the Defence value of your victim is irrelevant, so use Thunder Thrust/Lightning Thrust (spear) and Hatchet Man/Executioner (axe).

The Metal Slash sword skill inflicts 1-2 points of damage per hit on a metal monster and the effect is doubled when used with both a falcon blade and an Über falcon blade. The liquid metal sword inflicts 2 points of damage per hit.

Jessica's usefulness is limited when fighting metal slimes. One hit from her Twin Dragon Lash often inflicts 1 point of damage, but these random strikes have little effect against a group of enemies. In such instances, Blow Kiss (Sex Appeal) works best, as it usually inflicts 1 point of damage. Jessica can also increase Agility using Accelerate to enable the party to strike as many times as possible before the monsters flee.

You could also choose to deploy a Monster Team whose attacks have a high critical hit rate. However, this can be a risky strategy, owing to the unpredictable nature of their actions.

Note: The Holy Isle of Neos is perfect for raking in the gold, as the gold golems that inhabit the area leave behind large amounts of cash when defeated.

- **Ruined Abbey:** Metal slimes. Recommended level: 10 - 15



• **Kingdom of Ascantha** (from level 15): Metal slimes by the river between Riverside Church and the cottage by the water.

• **Trodain Castle** (from level 18): Liquid metal slimes (only rarely encountered).

• **Island northeast of Faraby:** Here, metal slimes are accompanied by treevils and bombleaders. A treevil can resurrect a dead metal slime with an Yggdrasil leaf (up to twice in one battle). A bombleader can resurrect all the other monsters and the treevil may then use two more Yggdrasil leaves, meaning that you can defeat the same metal slime many times during combat, in order to gain EXP multiple times.

• **Island in the southwest** (not on the map): Liquid metal slimes. Cannibobles also appear here – a good chance to earn some gold.

• **East Argonia:** Large groups of metal slimes in the forest just before the royal hunting grounds. This is a good opportunity for levelling up between levels 25 and 35.

• **Dragon Graveyard** (from Level 35): Metal king slimes appear with belzebuzz, who can resurrect other monsters.

• **Howwind Hill** is a paradise for metal slime hunters, where you can expect to find large groups of metal slimes and liquid metal slimes, and two metal king slimes (Fig. 9, Fig. 10). After the victory in the Black Citadel, new enemies appear alongside the slimes. Other similar areas can also be used for levelling up later in the game (see the 'Top Secret' section).

SECRETS

THINGS WORTH KNOWING

SIDE-QUESTS

WELLS

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01

02

WELLS

You will often find useful items or have memorable encounters in the town and village wells.

- **Faraby:** You will find a treasure chest containing a **leather shield**.
- **Port Prospect:** You can talk to a friendly monster here. The content of the conversation will change after you have fought the local boss.
- **Ascantha:** You will notice something twinkling in the well (Fig. 1) which, on closer inspection, turns out to be a **lady's ring**. Take it back to Faraby and go and talk to the man on the upper floor of the inn (Fig. 2). If you show him the ring, you will receive a seed of wisdom. Don't wait too long before visiting him, as he will disappear shortly before you acquire the ship.
- **Pickham:** This well houses an unusual health spa for ruffians and tough guys! You will find a **mini medal** and a **pial of amor seco essence** in nearby pots.
- **Hilltop Hut:** There is an enormous crown in the well next to the hut. A voice will ask for your help when you examine the crown and, if you lend assistance, you will be rewarded with a **slime crown**. You can then talk to the slimes.



09



10



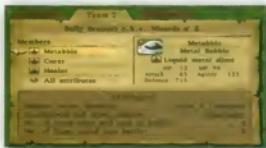
THE HERMIT

Take a hike up to the hut on the mountain overlooking the Waterfall Cave. Here you will find two sacks hanging on the wall, containing a seed of **agility** and a phial of **holy water**. If you speak to the unfriendly, scowling resident, he will ask you to fetch his tool bag, which he has left under a tree with red leaves. Leave the hut and look to the east, where you will see the red treetop some distance away (Fig. 3). The tree is easy to find. When you reach the last fork in the road before the checkpoint, continue along the path leading east rather than taking the path to the south. The tool bag is lying on the ground by the tree. If you continue southwards you will find a treasure chest containing **82 gold coins** (also see page 106). Take the bag back to the hermit, who will reward you with eight pieces of **plain cheese**. You can either sell them or use them in battle. You'll find that they have an astounding effect on Munchie.

You can pay further visits to the cheese man later in the game. When you have acquired the ship, he will give you four pieces of **mild cheese**, two pieces of **cured cheese** and two pieces of **angel cheese**. After you have fought the boss in Neos, he will reward you with three chunks of **highly-strung cheese**.



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THE MONSTER ARENA Arena

The first time you meet the extraordinary Morrie, he is standing on the roof of a building southeast of Pickham. He hands you "memos" about three infamous monsters: Lonely Joe (who lives southeast of Maella Abbey), Squiggle (who resides on the beach southwest of Morrie's Place) and Smiles (who patrols in front of Trodian Castle). Once you have located and defeated all three, go back and talk to Morrie, who will then take you to his Monster Arena.

Morrie's Monster Arena is a fascinating place, where infamous monsters battle each other for prizes and kudos. If you talk to

the flamboyant Mr. Morrie at ringside, he will ask you if you want to form your own team. The first time he asks, you can answer "No" just for fun. If you answer "Yes", you will be appointed as a Monster Team Owner and will be prompted to name your squad. Morrie can suggest a list of names if you can't think of anything suitable. From this point on, a new option, **Monster Team** (Fig. 4), will appear in the **Misc.** menu. You can use the **Monster Team** menu to change the order of your team monsters and also to alter your team line-ups later on. In terms of practical applications in the field, you can now recruit infamous monsters that you defeat on your travels to your team. When you have finished talking to Morrie, he will hand you the **Monster Arena** key, which you can use to come and go as you please in the Arena.

COMBAT IN THE ARENA

A team comprises up to three monsters. Combat in the arena is divided into "ranks", the lowest of which is Rank G. To win a rank, your monsters must survive three consecutive battles, against three different enemy teams. Victory is yours if at least one of your monsters is still standing at the end of the battle. The team that achieves first place in a rank receives an item as a reward and can then progress to the next rank. You will usually also receive a bonus from the ever-excitabile Morrie. The most important bonus is awarded after Rank E, when you earn the right to deploy your team during battles in the field.

Your chances of triumph in the Arena are remote with the three monsters that initially make up your team. If you want to progress through the ranks, you must seek out more powerful monsters, defeat them and then recruit them onto your team. You should also consider the order of your monster line-up. As with your "human" party members, the first monster in line will



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be hit most frequently and the last will be hit the least. You should therefore put the monster with the lowest HP and Defence in third place.

When your team is ready to roll, talk to the man behind the registration counter (Fig. 5). Pay the entrance fee and **GET IT ON!** The monsters fight automatically and their actions are totally out of your control. Your monsters' HP will usually not be restored before the second and third rounds (although there are rare exceptions to this with certain super-monsters), but each new set of enemies you face will have full HP. On the upside, your monsters start every fight in the wild with maximum HP, but if one of them dies, Morrie is the only one who can resurrect it.

Rank G

Fee	100G	Morrie's bonus	You can have three reserve monsters alongside your main team
Prize	Strength ring		

Enemies		
Round 1	Round 2	Round 3
Stone knight (63 HP) 2x She-slime (45 HP)	Teeface (80 HP) 2x Frogface (49 HP)	Hammerhead (50 HP) Gorilla (62 HP) Bullmich (77 HP)
Recommended monsters	Paltbelly (Kingdom of Tredam), Harcilla (Fantury region) Birchen (Mala region)	
Info	This team consists of the most basic monsters that it's possible for you to recruit in the period between the opening of the Arena and the part-training zone of the ship. The team will initially seem to be distinctly overqualified, and will battle its way effortlessly through several ranks.	

Rank E

Fee	200G	Morrie's bonus	You can battle against your own team in the Arena
Prize	Bunny suit		

Enemies		
Round 1	Round 2	Round 3
King kelp (103 HP) 2x Khallaman kid (66 HP)	Teeface (70 HP) 2x Dingaling (72 HP)	Hammerhead (50 HP) Wabbit weed (83 HP) Redtail boar (103 HP)
Recommended monsters	See Rank G	
Info	Battling against your own team, which Morrie's bonus enables you to do, is similar to a training session: you gain nothing but knowledge of how your team fights. If you lose, your team will be resurrected with 1 HP each. It's just for fun, so you don't forfeit any gold coins.	

RANK E

Fee	300G	Morne's bonus	The Hero acquires the Call Team ability
Prize	Ring of clarity		

Enemies

Round 1	Round 2	Round 3
Terror tabby (99 HP) 2x Javelic (65 HP)	Hipster (146 HP) Mimicrom (80 HP) Witch (130 HP)	Magic marionette (180 HP) Tap devil (125 HP) Volpone (183 HP)

Recommended monsters See Rank G

Info The Call Team ability enables the Hero to summon a Monster Team outside the Arena once per battle (millenary). The team will fight independently for a couple of turns in place of the party. They begin each battle with freshly replenished HP unless one of them dies, in which case only Morne can resurrect it.

RANK C

Fee	500G	Morne's bonus	-
Prize	Saint's athena		

Enemies

Round 1	Round 2	Round 3
Siren (180 HP) 2x See urchin (161 HP)	Medusa-mynth (175 HP) Hunter-mesh (256 HP) Clockwork cuckoo (240 HP)	Fencing fan (320 HP) Bone dragon (316 HP) Phantom fencer (400 HP)

Recommended monsters Tales (Holy Isle of Need), Goldman (Holy Isle of Need), Dumbeling (East Argonia).

Info The Rank C team is a crack lightning team both inside and outside the Arena. You will find two of the recommended monsters on the Isle of Need. Tales is a tough cookie, so try to recruit a monster team featuring Potbelly to send him to sleep. Once you've recruited him, cast northward and go ashore right next to Dumbeling.

RANK A

Fee	1000G	Morne's bonus	-
Prize	Hero spear		

Enemies

Round 1	Round 2	Round 3
Feu-hou (540 HP) Cyclops (650 HP) Troll (508 HP)	Great salmon (670 HP) 2x Jumping jacker (525 HP)	Zombie gladiator (868 HP) Treewil (419 HP) Bomrboulder (245 HP)

Recommended monsters Tales or Skelleted (Northwest Isle), Steropes (Medal Princess Isle), Curer or Octuron (southeast Argonia).

Info Steropes, Skelbold and Octuron first appear when you have passed Rank B. Octuron should replace Curer, as he has more HP and can strike with greater force.

HOW MANY TURNS CAN YOUR TEAM HAVE DURING COMBAT?

This number is irrelevant in the Arena, but when you use Call Team to summon your monsters to fight for you outside the Arena (Fig. 6), your helpers will vanish after a couple of turns. Exactly how many turns depends on a particular attribute, which is explained under "Turns" in the Monster chapter (page 91). Total the turn values of your team monsters and then add the potential team bonus (see Special Monster Teams). The end result of the equation is the number of turns your team can remain in combat.

Take as an example a team comprising Brontes (1 turn), Steropes (0.8 turns) and Argos (0.9 turns). As the Far From Heaven team, they receive

RANK D

Fee	400G	Morne's bonus	Your reserve monster pool is increased to six
Prize	Mighty armlet		

Enemies

Round 1	Round 2	Round 3
Night fox (161 HP) Night grotto (149 HP) Night sneaker (123 HP)	Skeleton (145 HP) Walking corpse (204 HP) Mummy (143 HP)	Hood (200 HP) 2x Brownie (100 HP)

Recommended monsters See Rank G

Info Your Rank G team will probably run into difficulties for the first time at this point, particularly during the second round. If your team wins, you can henceforth have nine monsters at your command. You will need a better team for Rank C, so board your ship and embark on a monster hunt!

RANK B

Fee	700G	Morne's bonus	You can deploy a second Monster Team
Prize	Barbette of bleeding (syringe)		

Enemies

Round 1	Round 2	Round 3
Dragon (481 HP) Transylvanian (530 HP) Snapping (500 HP)	Stone guardian (401 HP) Boss troll (600 HP) Golem (560 HP)	Rockbomber (180 HP) Stone golem (612 HP) Living statue (462 HP)

Recommended monsters Tales, Dumbeling, Curer (Arcadia region)

Info You won't achieve anything by using brute force alone here – a healer such as Curer is essential. You can find him north of Arcadia. If the team is having trouble clearing the rank, you may have to increase the Hero's level before giving it another try.

Info Morne's reward enables you to summon two different Monster Teams during battle outside the Morne's Arena.

RANK S

Fee	1000G	Morne's bonus	Morne has a statue built in your honour on the Arena roof. The Arena entry fee is waived
Prize	Dragon robe		

Enemies

Round 1	Round 2	Round 3
Goldpig (1500 HP) Mimic (1815 HP) Mimic (380 HP)	Dragon (706 HP) Healslime (922 HP) Gigantes (793 HP)	Liquid metal flame (5 HP) Hell clarinet (985 HP) Curandise (545 HP)

Recommended monsters Goldman (Holy Isle of Need), Brontes (Media Region), Stoneman (Highplace on Northwest Isle)

Info A team comprising Steropes, Skelbold and Octuron in the third round will be very hard to defeat without a critical hit. Try Steropes, for example. You'll make things much easier for yourself if you form a team with Goldman, Brontes and Stoneman, who together represent a virtually invincible unit.

Info Top: After your team merges to form Maxon, all your monsters will begin the next round with maximum HP.



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the bonus: "turn + 1", so:

$$1 + 0.8 + 0.9 + 1 = 3.7$$

Decimals are rounded up, so the end result is that Far From Heaven can take four turns in combat.



THE INFAMOUS MONSTERS

There are nearly 80 infamous monsters available to recruit (see also the Monsters chapter pages 91–99). Some of them may be encountered only during the day ☼, or only at night ☽, while others only appear under certain special circumstances:

 Rank F accomplished

 Rank D accomplished

 Rank B accomplished

 The game has been played through to the end.

 Copper monster coin

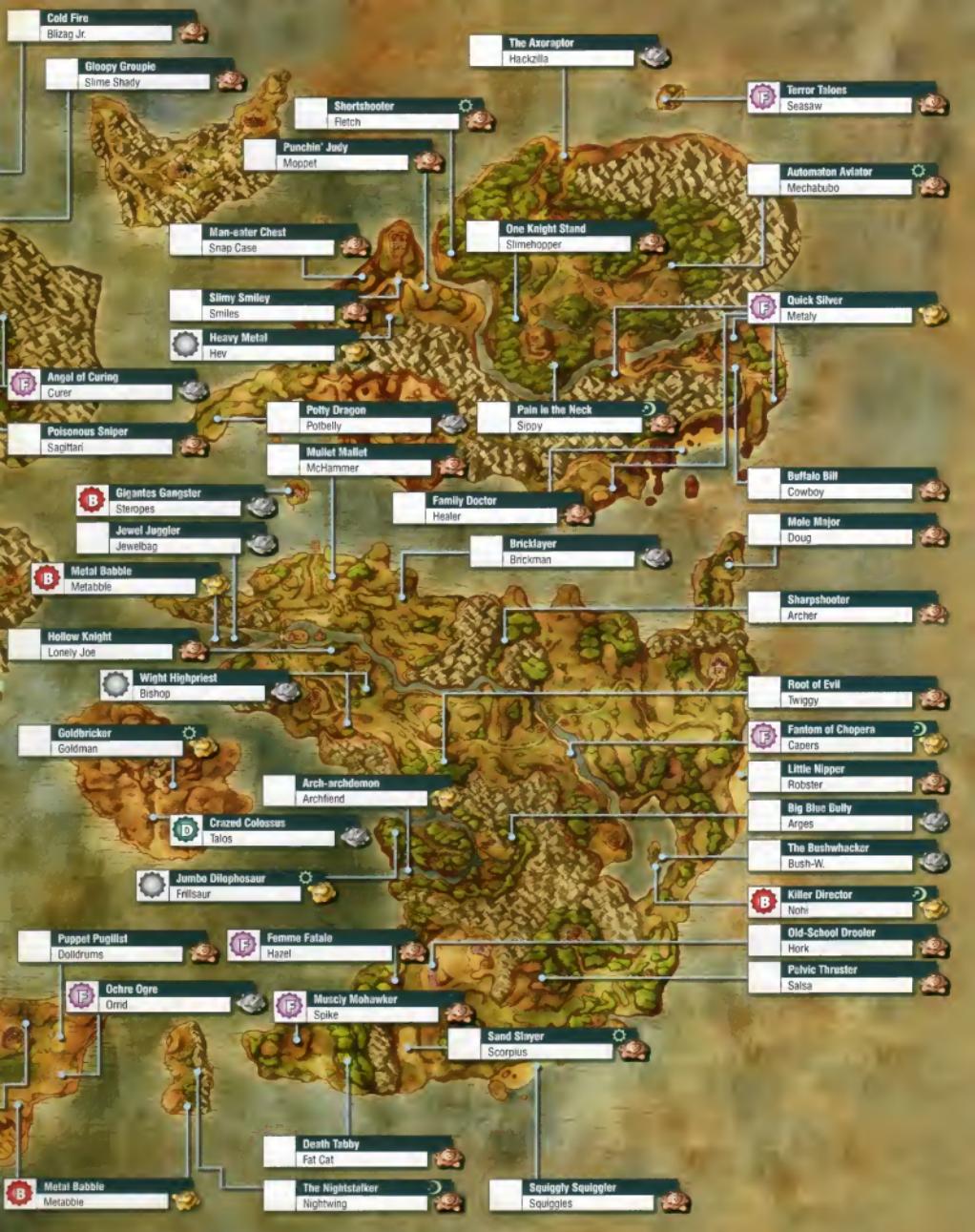
 Silver monster coin

 Gold monster coin

Some monsters may have several possible habitats, but this doesn't mean that they will appear simultaneously in different places. You will encounter them at only one of their possible locations at a time. Even infamous monsters can't be in two places at once!

If you flee when battling an infamous monster, it will disappear and then reappear once you have entered a town or dungeon. If you withdraw a monster from your team and release him back into the wild, he will return to his original habitat. Infamous monsters do not gain any experience points by winning battles, but their attributes are enhanced when the Hero advances through the levels.





SPECIAL MONSTER TEAMS

If specific monsters make up a team, they receive a secret special ability or a team bonus that enhances their attributes. The team's name will be displayed as it enters the Monster Arena. Some teams comprise two or three specific monsters, whereas you may form other teams from a selection of monsters. Many of the special teams have an additional requirement:

Team Name	Monster A	Monster B	Monster C	Special Ability	Team Bonus
Clark and Spak	Mechabubo	2 from Nohi, Nohi, Robog		Mental Panic	
Club Club	3 from Squagubo, Skelebold, Brontes, Argos, Stomper, Pa Troli, Klub-Kong			Mind Breaker	Turn + 1
Demanded Elements	3 from Jack Frost, Tornchaser, Blizzag Jr., Flameman			Elemental Stem	-
Far From Heaven	3 from Santa, Steepers, Pa Troli, Hazel, Jockey, Archfiend, Highwing, Brontes, Argos			-	Turn + 1
Full Metal Power	Metalry	Hev		Magic Burst (M), Multiattack	HP x2
Happy Together	Jewelbag	Trick Bag		-	Turn + 1
Just Beastly	3 from Cowboy, Fal Cat, Orcus, Doug, Spike, Orklik, Klub-Kong, Bladewulf, Spur			-	Strength + 15
Materialistic	3 from Brinkman, Jewelpig, Gridman, Lonely Joe, Triztig, Tazos, Snap Case, Shrimper			-	Turn + 1
Mega Metal Maniacs	Metalry	Hev		Magic Burst (L)	HP x2
Metal Power	Metalry	Metalry		Magic Burst (S), Multiattack	HP x2
My Three Golems	Brickman	Stomerman	Gridman	The Golemator	Turn + 1
Not Quite Human	3 from Fletch, Moppel, Hoodwerk, Doltordums, Seawas, McHammer, Bush-W., Dumbking, Archer, Faunus, Sagittan			-	HP + 15, Agility + 15
Slime Power!	3 from Slimesnapper, Slimes, Slime Shady, Hev, Heater, Metabite, Curer, Metalry, Hev, Bri			-	HP x2
Slime Therapy	2 from Cure, Heater, Metalry			Mutheal	HP x2
Slime Time	Metalry	2 from Smirly, Ton, Slime Shady		Slime Spark	HP x2
Team Gooshtooth	Capers	Nightwing	Hoodwerk	Dire	-
The Angry Archers	Fletch	Archer	Sagittan	Harrowing Arrow	HP + 15
The Aqua Marines	3 from Robster, Big Al, Squiggle, Octulon, Cle			-	Defense + 30
The Avan Attacks	3 from Soppy, Sopf, Foul Fowl, Gribbles, Soppy			-	Agility + 30
The Blade Runners	3 from Stunthropper, Foul Fowl, Skatedoc, Jockey, Lonely Joe, Dumbking, Robog, Nigh, Capers, Bones, Cybot			Triple Swords	HP - 30
The Crack Pack	Soppy	Slushy	Sigi	Fair Crack	Agility + 30
The Drag Racers	Hackzilla	Portably	Frilligur	-	Strength + 30
The Dynamic Duo	Spike	Ormid	Sapper Stepper	Sapper Stepper	Strength + 15
The Fatal Attraction	Slimeshopper	Hand	Faunus	Love Typhoon	-
The Hackers	3 from Hackzilla, Bush-W., Hoodwerk, Skatedoc			Typhoon's Maul	-
The Javelins	Orcus	Octoron	Deadnother	Jolly Jousters	-
The King and Us	Healer	Curer	Hev	Maximaster, Mutheal	HP x2
The Legend	3 from Hori, Ton, Sugi, Nohi			Big Bang	-
The Metal Mob	Metalry	Metalry	Hev	Multimaster, Magic Burst (S, M, L)	HP x2
The Newbies	Lonely Joe	Squiggle	Smiles	-	-
The Nightshades	Stunthropper	Deadnother	Jockey	Riders' Carnival	-
The Psycho Wards	3 from Hazel, Big Al, Jewelpig, Trick Bag			Tension Boost	-
The Slime Squad	Smiles	Slime Shady	Ton	Superslime Shrimpy	HP x2
The Treasure Hunters	Jewelpig	Gridman	-	Good as Gold	Turn + 1
The Zombotoids	3 from Capers, Deadnother, Sketedoc, Hork, Bones, Monstar, Bishop			-	HP + 30
Trance Cenre	Healer	Metary	Cure	Omniheal, Mutheal	HP x2
Triple Trouble	Robog	Cybot	Nohi	Stuntrum Killer Attack, Triple Swords	-
Two Eyes	Stomper	Brontes	-	Sacpe Stepper, Mind Breaker	Turn + 1
Valentine's Day	Moppel	Dolthums	-	-	HP + 15, Agility + 15
Wizards' Z	Healer	Metalry	Cure	Zingzinger, Mutheal	HP x2

Table Info: The special ability/Team Bonus is only available in the arena.

- The team consists of three of these four monsters: Argos, Brontes, Pa Troli, Stomper.
- The third monster is Curer or Healer.
- The third monster belongs to the slime family.
- The third monster belongs to the human family.
- The team contains all four members.
- The team contains all four members.
- The third monster belongs to the beast family.
- The third monster belongs to the dragon family.
- The third monster belongs to the common family.
- The third monster belongs to the human family.

The Legend: The names of these team members are derived from the names of Dragon Quest's Main Characters: Big Al, Aria, Ton, Yompa, Kuchi Soguya and Adela.

SPECIAL ABILITIES OF THE MONSTER TEAMS

Special Ability	Notes
Big Bang	Inflicts 175-225 points of damage on all enemies
Dire	The Defense of all enemies and team members is reduced to 0%. The success rate in the field is similar to that of the Whack spell.
Elemental Stem	The resistance of all team members and characters to Flame and Ice attacks and attack spells is increased.
Fat Crack	The three crackles merge to form the super-monster Gacky
Good as Gold	Hits one enemy (damage = total of individual attacks). If the enemy survives, you are awarded gold equaling approx. 50% of the amount of damage inflicted (not used in the Arena)
Harassing Arrow	Inflicts 116-124 points of damage on all enemies
Jolly Jousters	Hits 1-8 enemies. The monsters attack 2-3 times. The damage inflicted by each hit is half that inflicted in a normal attack
Love Typhoon	Inflicts 76-84 points of damage on a group
Magic Burst (A)	Inflicts 169-220 points of damage on all enemies. All MP is used up in the attack. (Each monster must have at least 1 MP Not used in the Monster Arena)
Magic Burst (M)	Inflicts 339-370 points of damage on all enemies. All MP is used up in the attack. (Each monster must have at least 1 MP Not used in the Monster Arena)



Special Ability	Notes
Magi Burst (L)	Inflicts 480-520 points of damage on all enemies. All MP is used up in the attack. (Each monster must have at least 1 MP. Not used in the Monster Arena)
Mastermaster	All dead characters are resurrected. All HP is restored to all team monsters and characters, and their Defence is increased (Nabuff). The Defence of all enemies is reduced (Kazup)
Metal Panic	Hits one enemy. The damage inflicted is approx. 50% higher than the total of the monsters' individual attacks
Mind Breaker	Hits one enemy and may paralyze him for one turn. The damage inflicted is slightly higher than the total of the monsters' individual attacks
Multhead	Restores 100-120 HP to both the monster team and the characters in the field. Restores 70-100 HP to the team in the Monster Arena
Multe Meshir	Inflicts 110-130 points of damage on 3-10 randomly selected enemies. All MP is used up in the attack. (Each monster must have at least 1 MP)
Ornithal	Both the monster team and the characters are fully healed during battles in the field. Restores 100-120 HP to the team in the Monster Arena
Riders' Carnival	Hits one enemy. The damage inflicted is approx. twice the total of the three monsters' individual attacks
Sapper Slapper	Hits one enemy and lowers his Defence for 7-10 turns. The damage inflicted is the total of the two monsters' individual attacks
Shine Spark	Hits one enemy. The damage inflicted is approx. 50% higher than the total of the three monsters' individual attacks
Steam Kiler Attack	Hits one enemy. The damage inflicted is approx. three times the total of the three monsters' individual attacks
Supersize Slimey	The slimes merge to form the super-monster Ultimus
Tension Boost	The tension of all team monsters and characters is increased two levels
The Goliator	The three golems merge to form the super-monster Mafus
Triple Swords	Hits one enemy. The damage inflicted is approx. 50% higher than the total of the three monsters' individual attacks
Typhus' Maul	Hits one enemy. The damage inflicted is approx. 50% higher than the total of the three monsters' individual attacks. The damage inflicted is 100% higher when attacking a monster from the beast family
ZingSlammer	All dead characters are resurrected. All HP is restored to all team monsters and characters in the field

SECRETS

SIDE-QUESTS

MONSTER ARENA

DODGY DAVE

MINI MEDALS

Dodgy Dave

Dodgy Dave (Fig. 7) can be found in the back room of the pub in the southeast of Pickham. Once you have given Red the Venus' tear, you can make your first deal with the black market merchant. He is always on the lookout for items that can only be produced in the alchemy pot (except special medicine, which can also be found elsewhere). You can find the location of the ingredients in the Items chapter.

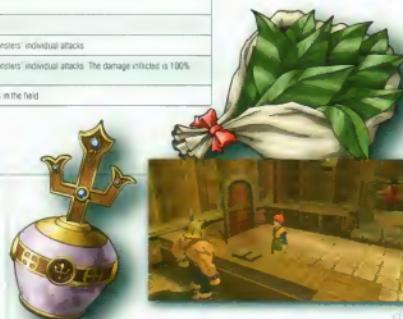


Fig. 7

Dodgy Dave will repay you with gold or rare items.

The transactions are always carried out in order, one after the other. Once you have acquired the item that Dodgy Dave is currently after, and spoken to him about it, he will turn his attention to the next item on his list, whether or not you have given him the previous item.

Dodgy Dave is instantly able to tell if you have one of the items he requires. If, for example, you already have some special medicine and a reinforced boomerang the first time you speak to him, he will immediately propose the first transaction. You can accept or decline and he will then immediately start the second transaction. Again, you must make your decision on the spot. Regardless of whether you answer is "Yes" or "No", Dodgy Dave will then propose the third transaction.

Once you have obtained the crimson robe (and either given it to Dodgy Dave or kept it for yourself), he will start again from the first item on the list. From that point on, he will only repay you in gold coins (although he will give you more than a normal merchant would): No. 1 = 400G, No. 2 = 1000G, No. 3 = 3500G, No. 4 = 4000G, No. 5 = 6000G, No. 6 = 12000G.



surplus medals from you in your last transaction.

Don't expect to receive your final reward during your first playthrough, however. The last eight medals can only be acquired if you save your game after the final credits have rolled.

Mini medals

There are a total of 115 mini medals to be found in the game. These precious items cannot be sold or discarded, and can only be exchanged for rewards with Princess Minnie (see list on page 154). The last prize is awarded for 110 medals, so there's no need to find them all. After Minnie has awarded the last prize, she will not accept any more mini medals, although she will take any

✓	No.	Location	Comment	Map Page	Requirement
1	1	Fantbury	Chest in church	102	Thief's key
2	2	Fantbury region	Chest southeast of Fantbury	105	Thief's key
3	3	Peregrin Quay	Second item merchant's chest	119	Thief's key
4	4	Marta region	Chest west of Marta Abbey	122	Magic key
5	5	Marta Abbey	Pot outside building	123	

✓	No.	Location	Comment	Map Page	Requirement
6	6	Marta Abbey	Barrel in kitchen	123	After Simples
7	7	Marta Abbey	Barrel	123	After Ruined Abbey
8	8	Simpleton	Barrel in pub (1 st floor)	124	
9	9	Ruined Abbey	Pot, Level 3	126	
10	10	Ruined Abbey	Barrel, Level 3	126	

✓	No.	Location	Comment	Map Page	Requirement
	11	Kingdom of Ascartha	Barrel in house by river	129	
	12	Kingdom of Ascartha	Chest north of Riverside Church	130	Magic key
	13	Ascartha	Cupboard in house	131	
	14	Ascartha Castle	Cupboard on ground floor	131	
	15	Ascartha Castle	Cupboard on 2nd floor	131	
	16	Monk's Place	Chest next to building	134	Magic key
	17	Poxham	Sack in item shop	136	
	18	Poxham	Barrel in house	136	
	19	Poxham	Pot in well	136	
	20	Poxham	Pot on roof	136	
	21	Poxham	Cupboard at Dodgy Dave's	136	Aher Swordsman's Labyrinth
	22	Poxham	Chest in house	136	Ultimate key
	23	Red's Den	Pot	139	
	24	Red's Den	Chest in cellar	139	Ultimate key
	25	Red's Den	Barrel in barn	139	
	26	Swordman's Labyrinth	Chest, Level 2	140	Thief's key
	27	Swordman's Labyrinth	Pot, Level 2	140	
	28	Swordman's Labyrinth	Pot, Level 4	140	
	29	Hilltop Hut	Pot in hut	143	
	30	Trojan Castle	Barrel, 1 st floor, East Wing	146	
	31	Trojan Castle	Barrel, 1 st floor	146	
	32	Trojan Castle	Chest, 2 nd floor, East Wing	146	Ultimate key
	33	Trojan Castle	Barrel, 2 nd floor	146	
	34	Trojan Castle	Cupboard, 3 rd floor	146	
	35	Land of the Moles	Chest	150	Thief's key
	36	Mojo Hole	Pot, Level 2	150	
	37	Princess Minnie's Castle	Chest behind castle	154	Thief's key
	38	Princess Minnie's Castle	Pot	154	
	39	Princess Minnie's Castle	Chest	154	Ultimate key
	40	Sawella Cathedral	Chest in armour shop	180	Thief's key
	41	Seaview Church	Cupboard	155	
	42	Baccarat	Cupboard in house	156	
	43	Baccarat	Cupboard in inn (ground floor)	156	
	44	Baccarat	Barrel in pub	156	
	45	Baccarat	Barrel next to guards' station	156	
	46	Baccarat	Barrel in guards' station	156	
	47	Baccarat	Cupboard in Golding's mansion	156	Aher Blizzt Peaks
	48	Baccarat Region	Chest southeast of Baccarat	155	Magic key
	49	Northwest Isle	Chest	158	
	50	Dark Rains	Baile in building outside dungeon	165	
	51	Dark Rains	Chest, Basement Level 1	165	Sun mirror
	52	Kingdom of Argonia	Chest next to Argonia city walls	159	Magic key
	53	Kingdom of Argonia	Pot in Seer's Relic	159	
	54	Kingdom of Argonia	Cupboard in Le Club Puff Puff	159	Ultimate key
	55	Argonia	Barrel	161	
	56	Argonia	Cupboard in inn	161	
	57	Argonia	Barrel in building	161	After fight with boss in Nicos
	58	Argonia Castle	Cupboard on ground floor	161	
	59	Argonia Castle	Chest on ground floor	161	Ultimate key
	60	Argonia Castle	Cupboard, 3 rd floor, East Wing	161	
	61	Argonia Castle	Cupboard, 3 rd floor, West Wing	161	
	62	Argonia Castle	Chest, 4 th floor (treasure chamber)	161	Great big Argon key, magic key

✓	No.	Location	Comment	Map Page	Requirement
	63	Royal Hunting Ground	Barrel in house in hart of entrance	162	
	64	Royal Hunting Ground	Sack	162	Lizard humour
	65	Dragon Graveyard	Chest, Level 1	210	
	66	Arcadia	Cupboard in Domingo's house	170	
	67	Arcadia	Chest in Domingo's house	170	Kian Spins, magic key
	68	Arcadia	Pot in house	170	
	69	Arcadia	Pot in house	170	
	70	Arcadia	Barrel in inn	170	
	71	Arcadia	Barrel in armour shop	170	
	72	Arcadia	Pot in house above armour shop	170	
	73	Arcadia	Chess in item shop	170	Ultimate key
	74	Marta's Cottage	Cupboard in basement (disappears after Herb, Grotto)	175	
	75	Marta's Cottage	Barrel in barn (disappears after Herb, Grotto)	175	
	76	Oriotsk	Pot in item shop	176	
	77	Oriotsk	Pot in central building	176	
	78	Oriotsk	Cupboard in basement	176	
	79	Oriotsk	Barrel in armour shop basement	176	
	80	Blizzt Peaks	Chest outside Herb Grotto	175	Magic key
	81	Herb Grotto	Pot, Level 1	177	
	82	Herb Grotto	Pot, Level 2	177	
	83	Herb Grotto	Pot, Level 3	177	
	84	Pirate's Cove	Pot, Level 1	181	
	85	Pirate's Cove	Sixpot, Level 2	181	Ultimate key
	86	Pirate's Cove	Pot, Level 2	181	Ultimate key
	87	Pirate's Cove	Chest, Level 4	181	Ultimate key
	88	Isolated Plateau	Chest southeast of Emeyccu	182	
	89	Emrycchu	Pot in hut	183	
	90	Emrycchu	Sack in hut	183	
	91	Emrycchu	Pot	183	
	92	World of Darkness	Chest	184	
	93	Dark Emrycchu	Sack in hut	184	
	94	Dark Emrycchu	Pot in hut	184	
	95	Dark Emrycchu	Pot	184	
	96	Dark Emrycchu	Cupboard in house	184	
	97	Arias Accessible by Air	Chest on mountain overlooking Desert	188	Godbird's soulstone
	98	Arias Accessible by Air	Pot on Egeus' Table	189	Godbird's soulstone
	99	Arias Accessible by Air	island on Egeus' Table	189	Godbird's soulstone
	100	Godbird's Eye	Chest, Level 1 (in normal world)	189	Godbird's soulstone
	101	Godbird's Eye	Chest, Level 3 (in normal world)	189	Godbird's soulstone
	102	Unrooted Groves	Chest east of Trynn Gully	190	Godbird's soulstone
	103	Tyrant Gully	Barrel in pub	190	Godbird's soulstone
	104	Tyrant Gully	Pot in treasure chamber	190	Godbird's soulstone
	105	Lord High Priest's Residence	Pot on ground floor	191	Darktree leaf
	106	Lord High Priest's Residence	Cupboard on 1 st floor	191	Darktree leaf
	107	Troll's Maze	Chest	214	
	108-115		See Top Secret section	216	After first playthrough

MINI EVENTS

ADDITIONAL CUTSCENES

Be sure to pay extra special attention when exploring Trodain Castle. Short cutscenes featuring Trode will play if, for example, you examine the grand piano in Medea's room (Fig. 8), the sceptre chamber, or the throne.

If you examine the huge gate in the northern part of the town of Neos before your trip to Purgatory Island, this will lead to an encounter with Marcello. Another meeting can be initiated in the building with the glass lift shaft behind Savelia Cathedral (Fig. 9).



SAVELIA AREA

You can obtain two hidden items on the island where Savelia Cathedral is situated. There are two tame birds in the vicinity: one to the northwest and one to the west of the island. Examine each of them to receive a *seed of life* and a *seed of magic* (see page 179).



THE SOUTHWESTERN ISLE

There is a small island that is not marked on the world map in the far southwestern corner of the world (Fig. 10; also see page 152). Here, you will find two chests: one is a mimic in disguise, the other contains a *platinum sword*. You can also expect to bump into the infamous monster Bladewolf (from Rank D onwards).



DESPERATELY SEEKING BAUMREN

When you visit Chateau Felix near Baccarat, you will be assigned the task of finding Baumren. Your quarry can be found in a small valley that is surrounded by trees, directly east of the Chateau. However, because the nearby bridge has been destroyed you must go the long way round to reach the clearing.

Ride round the back of the hill on which the Chateau is located and follow the path. Bear left (northwards) at the treasure chest containing the mini medal and cross the bridge (Fig. 11), then immediately turn left and make for the glade, which is dominated by an impressive stone circle. Wait there until daybreak.



BODYGUARDS FOR CASH AND CARRIE

Once you have completed all your tasks in Arcadia and are on your way to Blizzard Peaks, you can enter Golding's mansion in Baccarat. Talk to the twins Cash and Carrie (Fig. 12) to start the side-quest, which will eventually lead to the opening of the casino. It will make no difference to the gameplay if you choose to be Cash or Carrie's bodyguard, but the cutscenes will be slightly different depending on which twin you pick.

You will rejoin your chosen "escortee" at the entrance to the Dragon Graveyard. You can land right outside the dungeon if you have the Godbird's soulstone. If not, you must first traverse the forbidding Desert. You should have attained at least Level 32 before attempting this dungeon. Don't wait too long, though, as this side-quest will no longer be available after you've defeated the boss in Neos.



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SECRETS

SIDE-QUESTS

MINI MEDALS

MINI EVENTS

CASH AND CARRIE

Desert

ITEMS

No.	Item	Icon
1	Lightning staff	?
2	Dragon dung	?
3	Dragon scale *	?

* Magic key

MONSTERS

No.	Name	HP	Icon
73	Muddy hand	49	?
112	Iron scorpion	64	?
130	Lethal armour	145	?
134	Demonrider	126	?
144	Death scorpion	68	?
147	Dancing flame	98	?

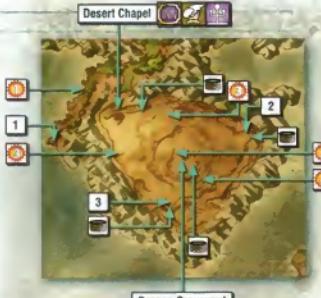
INFAMOUS MONSTERS

Name
Trick Bag
Flameman
Torchman
Jockey

1 First Rank & rewards
1 At either one of the two locations

ITEM SHOP

Item	Price	Equip On
Medicinal herb	8	?
Antidotal herb	10	?
Chimaera wing	25	?
Amor seco essence	120	?
Dream blade	4700	?



INN

Price: 15 gold coins (per person)

DESERT CHAPEL

The Desert Chapel is situated in the northwest region of the desert. You can spend the night there or visit the merchant to buy and sell items.

ACROSS THE DESERT

There are four wells in the desert, each with large whirlwinds swirling around inside (Fig. 13). They immediately transport you to another well if you stand in them. The wells next to the treasure chests are thus linked to each other, as are the two wells near the church and at the Dragon Graveyard.



13

Dragon Graveyard



ITEMS

No.	Item	Icon
1	Map*	?
2	Mini medal	?
3	Dragon dung	?
4	Dragon shield**	?

* That's key ** Magic key

MONSTERS

No.	Name	HP
167	Beelzebuzz	154
168	Killing machine	165
171	Metal king slime	20
174	Dragurn	268
175	Smacker	131
182	Tyrtanosaurus	208

210

OPEN DAY

The dungeon is locked at the beginning, but it will open when you agree to undertake the bodyguard task (see page 209). Cash or Carrie will then be waiting for you at the entrance. If you decide to skip this side-quest, the entrance will eventually open up after the appearance of the Black Citadel (Fig. 14), but you will not encounter the boss enemies.



14

IN THE DUNGEON

A short way into the dungeon you will see a chest to the right containing the map. The map will help you get your bearings and locate the other three items. The casino side-quest will entail either Cash or Carrie accompanying you (Fig. 15), however, they will not participate in the events that follow. On your way through the dungeon you will meet several members of the other bodyguard team.

Beelzebubbles can resurrect all dead monsters, so it is advisable to defeat all beelzebubbles first, unless they appear alongside a metal king slime. You can acquire another 30010 EXP if the slime is resurrected and then defeated all over again.



15

Red Horn and Blue Fang

These two monsters are extremely powerful. A critical hit from Red Fang could easily inflict 250 points of damage. There is no special tactic you can employ here, but you should increase tension, reduce the monsters' Defence and increase your own Defence and Attack. There is a slight chance that the dastardly duo may leave behind a seed of strength or seed of wisdom. Alter the battle, touch the crystal ball in the room behind. Next, return to Baccarat, where the casino will have miraculously reopened. You will be rewarded with 600 casino tokens for your sterling efforts.

273 red horn

Beast

HP	3100	Attack	278	Agility	93
MP	0	Defence	144	Level	40
Item					Strong medicine (6.25%)
EXP	4200	Bald			1500

274 blue fang

Beast

HP	2630	Attack	243	Agility	97
MP	16	Defence	173	Level	40
Item					Strong antidote (6.25%)
EXP	3990	Bald			1200

BACCARAT CASINO

The casino is closed initially and will only open if you complete the bodyguard side-quest (see page 209) or when the Black Citadel appears toward the end of the game.



As in Pickham casino (see page 138), one token costs 20 gold coins. However, the stakes are higher in Baccarat. You can bet up to 300 tokens at bingo and there are one-token and ten-token slot machines, as well as a hundred-token slot machine, where the maximum jackpot is 100000 tokens!

Unfortunately, your chances of beating the one-armed bandits are very slim (although the bartender in the pub downstairs will try to convince you otherwise). Baccarat casino also has two roulette tables (Fig. 16) for you to try your luck on.

All the items available in Baccarat casino are extremely useful. The Gringhams whip is the most powerful weapon of its type for Jessica, the liquid metal armour is required to make the best armour, and saint's ashes are essential for purifying cursed items in the alchemy pot. You can also cash in any tokens won in Pickham in Baccarat, and vice versa.



16

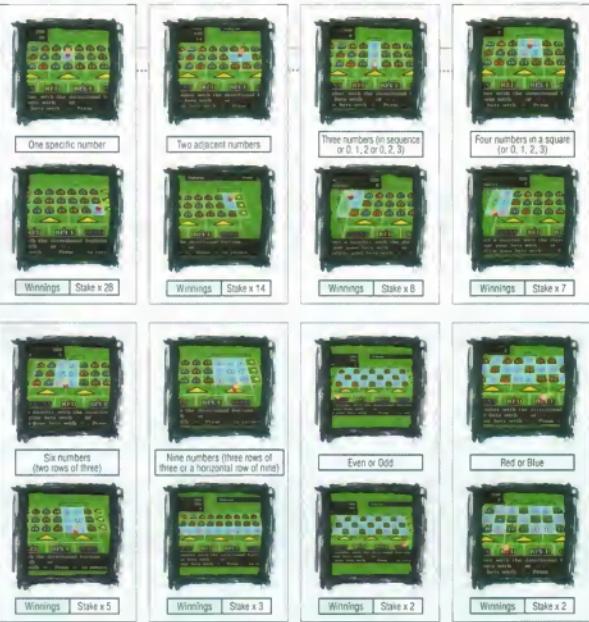
BACCARAT CASINO EXCHANGE

Item	Tokens
Prayer ring	1000
Spangled dress	3000
Saint's ashes	5000
Falcon blade	10000
Liquid metal armour	50000
Gringhams whip	200000

ROULETTE

To win at roulette, you must guess the number on which the ball will "land". There are 28 slots in the wheel, numbered 0-27. You can bet on specific numbers or on groups of numbers and can wager anything between 1 and 500 tokens. You are allowed to place multiple bets on a single game. If you bet on the winning number or group of numbers, your stake will be multiplied by a certain amount (the "multiplier"). The following is an overview of the different ways you can bet (the screenshots to the right show two examples of each).

The zero is neither odd nor even, red nor blue. Of the remaining 27 numbers, 14 are red and 13 blue and 14 are odd and 13 even. In other words, your chances of winning if you bet on red and odd numbers are slightly higher (50%) than with blue or even numbers (approx. 46.4%).



Using a System

If you don't want to trust to luck alone when playing roulette, you can try using a system. You must be patient, as you will need to save and reload your game numerous times. Here is an example of one such system. (You can of course aim to win the first few thousand tokens at bingo, or vary or combine the steps below in any other way you like.)

- Initial capital: 1000 tokens. Stake: 500 each time. Remember to save every time you achieve a target, otherwise when you load a game you will return to a point before your most recent stroke of luck at the tables.
- Bet on red or odd until you have 2000 tokens.
- Bet on a double row (six numbers), then save the game when you win. Target: 5000 tokens.
- Bet on two adjacent numbers. If you are successful, you will win 7000 tokens. Target: 10000. (This should take less than an hour.)
- Bet 500 tokens each on two individual numbers. Target: 20000 tokens.
- Bet on four individual numbers. (If you lose 10000, load the game from the last save.) Target: 45000 tokens.

Now it starts getting tricky. By using one of two methods, you should win between 200000 and 300000 tokens within a couple of hours:

7.1 Select 5, 8, 11, 14, 17, 20 or 23. Bet 500 tokens on your chosen number, 500 tokens on each of the four pairs of squares containing this number and 500 tokens on each of the four blocks of four squares containing the number. Using 14 as an example, you could bet on:

14; 14+11, 14+13, 14+15, 14+17; 14+11+12+15, 14+11+10+13, 14+13+16+17, 14+17+18+15 (Fig. 17)

If you start with 45000 tokens, you will be able to afford at least ten attempts. If the ball lands on 14, you will win 56000 tokens. If you lose everything, simply reload the game.

7.2 There is another tactic that you could try if you have at least 30000 tokens: select each of the 18 possible bets on one horizontal line, e.g. B, 2, 2+5, 5, 5+8, etc. (Fig. 18).

The total stake is 9000 tokens, but you have almost a 1 in 3 chance of winning 29500 tokens.



There are other systems where you are guaranteed to win, but only a very small amount. For example:

Bet 500 tokens on each of the eight double rows and 360 tokens on the double row containing 0, 1, 2 and 3, then bet 90 tokens each on 0, 25, 26 and 27 (Fig. 19). The total stake is 4720 tokens, and you are guaranteed a profit of between 280 and 320 tokens.

Another system offers a slightly higher success rate, but also a greater risk of losing: bet on four separate blocks of six (4-9, 10-15, 16-21, 22-27) (Fig. 20). Your chance of winning is over 85% and you will make a profit of 500 tokens each time you win. Playing the wheel 100 times should therefore net you more than 10000 extra tokens.



19



20



21

You will find the Club Puff Puff near the waterfall to the far northwest of the kingdom of Argonia. As it is on the west bank of the river, you can only access it from the direction of the chest containing the **prayer ring**. You will need the ultimate key to open the purple door (Fig. 21).

A **mini medal** and a **silver platter** are waiting for you inside (both items are in cupboards), as well as some very "special" treatment. Prepare to be amazed and amused...

AREAS ACCESSIBLE BY AIR

The Godbird's soulstone enables you to reach not only the Untrodden Groves and the Lord High Priest's Residence but also another ten previously inaccessible locations. Although visits to these areas are not essential to the plot, they are included in the main Walkthrough because of the valuable items that can be found there. You will find an overview on page 187.



BACCARAT CASINO

LE CLUB PUFF PUFF

AREAS ACCESSIBLE BY AIR

BLACK CITADEL

IN THE SHADOW OF THE BLACK CITADEL

After the Black Citadel has appeared, you should pay a visit to Red. She will express her thanks by giving you the flail of fury for Yngus on permanent loan.

There is also a treat in store in Argonia. After the bazaar moves to the temple in the northwest, some new barrels appear, containing a **seed of magic** and a **mini medal**. These voluntary excursions are also mentioned in the Walkthrough to ensure that you do not miss the hidden items.

A king squid is causing havoc near the item shop in Baccarat (Fig. 22). This angry monster's values differ from the norm (1620 HP 570 EXP). There is an outside chance (1 in 256) that it may leave behind a **seed of life**. The monster is easy to defeat, although Whack has no effect. The townsfolk try to tempt you with 200 casino tokens as "hush money". If you refuse their initial offer, they will increase the amount to 400 tokens.

Don't worry if you didn't manage to get all of the items left in the Black Citadel before it was destroyed. You can get them later on, "one floor lower", so to speak – amidst the ruins of Neos.



22

Trolls' Maze



ITEMS

No.	Items	Icon
1	Hell sabre *	
2	Mini medal	
3	2 seeds of strength, 3 seeds of life	

* Ultimate key

MONSTERS

No.	Name	HP
131	King cureslime	180
164	Troll	423
195	Cyclops	482
197	Snapdragon	436
204	Boss troll	780
232	Great troll	1010



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24

MIRROR, MIRROR ON THE WALL

You cannot enter the Trolls' Maze until you have fought the boss in Neos. The concealed entrance to the maze is in Argonia. Head there and talk to the locals who will inform you that the Chancellor is missing. His house is the large building on the hillside in the eastern part of town (Fig. 23). Go there at night and examine the glowing mirror in the upstairs bedroom (Fig. 24). This will teleport you to the Trolls' Maze.

It is easy to find your way around this small, clearly laid out maze, but the great trolls you will encounter (very occasionally) are extremely dangerous, as a critical hit from them can inflict over 350 points of damage. Two boss trolls await you at the centre of the maze. Talk to the second troll. If you answer "Yes" to both his questions, he will restore all HP and MP to your party. The battle will commence if you answer "No" to the second question, or if you say "Yes" when you talk to the troll for a second time.



Boss Trolls

Although the two boss trolls are more powerful than normal monsters from the demon family, they don't put up much resistance, apart from landing occasional critical hits. Once you've defeated them, the Chancellor of Argonia thanks you for rescuing him and rewards you with two seeds of strength and three seeds of life.

204 BOSS TROLL

Demons

HP	1580	Attack	286	Agility	82
MP	0	Defence	32	Level	41
Item					
	Medicinal herb (12.5%)				
EXP	981	Gold	230		

DARK MONSTERS



25

After the fall of the Black Citadel, the monster population in many regions changes. Some monsters can no longer be found in their former habitats (although none disappear completely), and are replaced by other generally more powerful monsters which have spawned from the World of Darkness (Fig. 25).

For example, dark slimes, shadows, dark condors, dark skeletons, dark ministers, dark turkeys, dark dullahans, archdemons, bogobogas, caped caperers, mimic kings, dullahans, wight priests and dark sabrecats now lurk in some parts of the Farebury region.

Note: You will not be able to complete your list of defeated monsters until you have finished your first playthrough of Dragon Quest.



BOSS MONSTERS (PART I)

Because we don't want to reveal too much about key events at the end of the game, pictures of the bosses you meet after your fight with Dholmagus have been placed in the sealed Top Secret section on pages 216-217.



BOSS I, page 109

No. 261:
Geyser



BOSS II, page 118

No. 262:
Khalamar



BOSS III, page 128

No. 263:
Tortured soul



BOSS IV, page 142

No. 264:
Trap box



BOSS V, page 151

No. 265:
Don Mole



BOSS VI, page 163

No. 268:
Great Argon lizard



BOSS VII, page 168

No. 269:
Dholmagus

TOP SECRET

STRICTLY CONFIDENTIAL!

Once you have successfully completed the adventure following the journey of the cursed king, you are finally ready to read the Top Secret pages. The sealed section reveals secrets that only become relevant AFTER the end of the main game, so you won't miss anything if you wait until now to look at these pages.

Note: The Top Secret section also contains screenshots of the boss enemies you encounter after the Dark Ruins, so it might reveal more about the game than you wish to know and possibly spoil your enjoyment. If you choose to open the sealed section before completing your first playthrough of the game, you do so at your own risk!

BOSS MONSTERS (PART 2)

This page reveals the boss monsters you will encounter after your first clash with Dhoulmagus. Clearly these screenshots would have given away too much of the plot had you seen them in the main Walkthrough.



BOSS VIII, page 169

No. 270: Dhoulmagus



BOSS IX, page 175

No. 271: Evil Jessica



BOSS X, page 182

No. 272: Captain Crow



BOSS XI, page 185

No. 273: Empyrea



BOSS XII, page 186

No. 276: Gemon



BOSS XIII, page 191

No. 277: Evil Sir Leopold



BOSS XIV, page 193

No. 278: Marcello



BOSS XV, page 196

No. 286: Raphthorne





BOSS XVII, page 196

No. 280:
Statue of the Hero

BOSS XVII, page 196

No. 281:
Statue of Yangus

BOSS XVII, page 196

No. 282:
Statue of Jessica

BOSS XVII, page 196

No. 283:
Statue of Angelo

BOSS XVIII, page 196

No. 284: Megalodon



BOSS XIX, page 197

No. 285: Riun



BOSS XX, page 197

No. 287: Rhapsphorne



NEW GAME, FRESH START

If you save your game after the credits have rolled, this save will be marked with a star, as will any subsequent saves that you make after finishing the game for the first time. Reload from this save point to continue playing in Argonia just before your final battle with Rhapsphorne. Before talking to Empyrea again on the Isolated Plateau and taking another shot at defeating the big baddie, you should note a number of changes to the world that you've become so familiar with.

BATTLE LOG

You can now choose from two Battle Logs: the current version and the final record for the initial playthrough. The latter is marked with a crown, and "blessed" with King Trode's comments on your performance.

INFAMOUS MONSTERS

Five new monsters now inhabit the world. You must pass a trial before the last one (Hev) will appear (see page 225). See Table 1 for the locations of the new Infamous monsters.

TABLE 1

Bishop	Maella region: Two possible locations near the fork in the road to the east of Simpletta
Frifhsaur	Unreddened Groves: West of Tryn Gully, Daytime only
Gryphus	Western Argonia: On the hill (only accessible by air)
Morstar	Arcadia region: Outside the tunnel to Blizzard Peaks
Spill	Baccaral region: West of the dragon shrine, Daytime only

THE DRAGON SHRINE IN BACCARAT REGION

When you spend the night at an inn, you will see in your dreams the mysterious place that is shown at the end of the final credits. A dragon statue sits on top of a mysterious shrine located between Baccarat and Le Club Puff Puff (Fig. 1). If you fly there and examine the emblem on the plinth underneath the stone dragon, you will be teleported to a bonus dungeon: the Dragovian Path.



01

MINI MEDALS

You can collect 107 mini medals during the game (see list on pages 207-208) and you will find eight more in the secret areas accessed via the Dragovian Path: six in the Dragovian Sanctuary (see page 220) and two in the Heavenly Dais area (see page 222). As you only need 110 mini medals to receive your final reward from the Medal Princess, you can afford to miss out on five medals, e.g. the one hidden in the sand on Egeus' Tablet, which is extremely hard to find.



DRAGOVIAN PATH

MR. TAMBOURINE MAN

By now, your basic equipment should always include the timbrel of tension. Angelo is normally the best character to wield it regularly in combat. You can also equip a meteorite bracer and Mercury's rapier to ensure that he is almost always first to strike.

You should be on at least Level 40 at this stage. Many monsters on the Dragovian Path can inflict 100 points of damage with conventional attacks, and a critical hit from a heavy hood can cost over 300 HP. A pandora's box can eliminate the entire party in one go using Thwack, as can a Silhouette performing a Death Dance. Fortunately, both actions have a reasonably low success rate. Silhouettes also use cold breath occasionally, which can inflict up to 100 points of damage on all characters.

LEVEL 1

There is no map of the Dragovian Path, but the following directions will help you to easily find your way through, as well as locate all of the items. Follow the route until you reach the large cavern (Fig. 2), then bear left. At the end of the passage, you will come to the first fork in the path. Go left to find the first item, then continue until you come to a flight of steps leading downwards.



ITEMS

No.	Item
1	Liquid metal armour*
2	Seed of skill*
3	Thanatos' shield
4	Efin elixir*
5	Metal king spear*

* Ultimate key

MONSTERS

No.	Name	HP
84	Liquid metal slime	8
171	Metal king slime	20
216	Hell hopper	263
217	Dark devildog	397
218	Heavy hood	438
219	Hellstalker	405
220	Silhouette	156
226	Pandora's box	405
227	Wight king	456
228	Invisible swordsman	511
230	Belial	720



02

SECRET
TOP SECRET
NEW GAME
DRAGOON PATH
SECRET

On reaching Level 2, take the only path available to find a chest containing a suit of **liquid metal armour** (Fig. 3), then return to the fork on Level 1 and take the other path (i.e. bear left when approaching from this direction). Wade through the shallow pool (Fig. 4) and head down the steps that take you to Level 2.



03

LEVEL 2

Follow the passage until you reach the large cave. Go left (Fig. 5) (southeast) to reach a chest containing a **seed of skill**, then continue northwest. Follow the path until you reach the next fork, which is marked by a large stalagmite and stalactite. Go right to find a chest containing a cursed **Thanatos' shield**, then return to the fork (Fig. 6) and follow the other path (south) until you come to a slope that leads down to the next level.



04

LEVEL 3

Follow the only path available to you. You will soon arrive at a cavern. Skirt round the poisonous purple pools (Fig. 7) to reach the chest, which turns out to be a pandora's box. Follow the path downwards. The turn-off to the left, just before the exit, only leads round a large pillar of rock. When you reach the first fork on the rock bridge (Fig. 8) you can take a short detour to the left, which will lead you to a platform where you will find an **elfin elixir**. If you turn right at the next fork in the path, you will find a chest containing a **metal king spear**. Continue northeast. The path will eventually lead you to another cavern, deep inside the mountain. Stand on the dark stone slab to teleport to the next level.



05

LEVEL 4

The path leads past a tombstone (Fig. 9) and back round the side of the mountain. The turn-off to the right is a dead end. Continue straight ahead until you reach the door to the Dragoonian Sanctuary.



06



07



08



09

Mixing tip

 **Thanatos' shield + saint's ashes = goddess shield**
 **metal king spear + razor wing boomerang = metal wing boomerang**

If your Hero specialises in using spears, you must weigh up what is more important to you before using this recipe: the most powerful spear in the game or the best of all boomerangs.





Dragonian Sanctuary

THE ITEMS

The first two items on the list can be found outside the buildings, while items 3-7 are in the first house on the left. Numbers 8-10 can be found on the ground floor of the house where you save your game, and numbers 11 and 12 are behind the counter in the item shop. The last four items are in Chen Mui's hut: two on the ground floor and two upstairs. You can ignore the locked treasure chest, which will be opened later as the plot unfolds.

ITEMS

No.	Item	Found
1	Mini medal	✓
2	Yggdrasil dew	✓
3	Fresh milk	✓
4	Fresh milk	✓
5	Premium mould	✓
6	Saint's ashes	✓
7	Mini medal	✓
8	Rock salt	✓
9	Mini medal	✓
10	Nook grass	✓
11	Mini medal	✓
12	Chunky cheese	✓
13	Highly-strung cheese	✓
14	Mini medal	✓
15	Angel cheese	✓
16	Mini medal	✓

ITEM SHOP

Item	Price
Dragon dung	100
Devil's tail	200
Magic water	300
Saint's ashes	12000
Premium mould	500

THE DRAGON VILLAGE

A Dragovian called Chen Mui will accompany you as you explore the village. If you go upstairs in the second dwelling on the left, you can save your game (Fig. 10). You should also speak to the Council of Elders in the large hut to the north of the village (Fig. 11). Talk to the man guarding the door and enter the building. After the cutscene, address all four Elders, then Chen Mui will speak again. If you agree to his request, he will invite you to his house (next to the item shop).

After the cutscene in Chen Mui's house, look for Chen Mui downstairs (Fig. 12) and speak to him again, then go back up to the bedroom. After spending the night there, address Chen Mui once more. He will ask you to go to the Heavenly Dais, which you can reach through a portal under the council chamber. Chen Mui's doors will always be open to you if you want to spend the night there free of charge; just speak to the man on the ground floor.



10



11



12

Tip

Dedicated collectors should have found a total of 113 mini medals by now. You can exchange 110 medals for the flail of destruction, which Yangus can wield to strike all enemies.

If the Hero specialises in wielding swords, the following mix is well worth concocting for the battles to come:

 dragonsbane + mighty armlet = dragon slayer

Heavenly Dais

HEAVENLY DAIS

ITEMS

No.	Item
1	Mini medal
2	Dangerous buster*
3	Mini medal
4	Orihalcum*
5	Skull helm

* Ultimate key

MONSTERS

No.	Name	HP
171	Metal king slime	20
221	Democrobot ¹	1520
222	Head of state	412
223	Body politic	564
224	Right wing	508
225	Left wing	396
228	Invisible swordsman	511
229	Hellspawn	107
230	Belial	720
231	Solaris	457
232	Great troll	1010
233	Unholy bishop	412
234	Hell's gatekeeper	625
235	Crocodog	1070
279	Servant of darkness	595

¹ Merger of head of state, body politic, right wing and left wing



Some of the monsters that you may meet on the long march to the Heavenly Dais will leave behind a rare seed of skill. There is a slim chance that you may obtain one from a solaris, great troll or crocodog. If you want your characters to acquire additional skills, you should try to engage in random encounters here.



FEARSOME CREATURES

You will frequently encounter rampaging great trolls on your journey to the Heavenly Dais. These beasts' critical hits can inflict over 350 points of damage. A belial can perform two actions per turn and inflict over 200 points of damage with increased tension. A hell's gatekeeper can inflict more than 150 points of damage with increased tension and over 300 with a critical hit. Hellspawn have mastered cold breath and blazing fire, and can also send characters to sleep or inflict other status changes.





13



14

LEVEL 1

Once again, you must continue without a map. At first glance this level looks very confusing, but appearances can be deceptive. The exit is behind you, to the southeast. There are three paths in front of you: the middle one, leading upwards (west), is the path to Level 2 (Fig. 13). The other two lead to the same place.

If you follow the path on the right, you will soon come to a fork. From here, if you follow the path to the west, you will find a chest at the end containing a **dangerous bustier**. If you go right, you will reach a small circular platform with a large pointed rock in the middle. Following the path on the left from the starting point also takes you to this platform. If you head up the path to the left of the circular platform you will reach a small cave (Fig. 14) containing a burial site. There are no items here, but one of the gravestones makes interesting reading. You can now return to the starting point (or use Evac).

Follow the path in the middle until you reach the steps leading up to the next level (Fig. 15). On the way, you will pass a chest containing a **mini medal** at the bottom of a spiral pathway.

LEVEL 2

Climb up the shimmering trail of steps through the clouds to once again be faced with a choice of three paths: the steps on the right (northeast) lead to a dead end, the steps on the left (southwest) will take you to a chest containing the last **mini medal**, and the steps in the middle (northwest) will take you closer to your goal (Fig. 16).

There are two routes to take on the next platform: go left (west) to find a chest containing a piece of **orichalcum**. The path to the right (north) leads towards your destination. There is a chest on the platform with the enormous skull (Fig. 17), which appropriately enough contains a **skull helm**. Use it in the alchemy pot to mix up your second timbrel of tension. Now follow the steps up to the entrance to the Heavenly Dais. There is a mighty boss lurking beyond the imposing front door, so heal your party before going through.



15



16



17

Lord of the Dragovians

This boss usually performs two actions per turn. He can attack the entire party with flames, but most of the time he only uses physical attacks. One hit generally costs you over 150 points of damage and his critical hits can sometimes take over 450 HP. His intimidating scream can knock the characters off their feet.

Angelo should use the timbrel of tension practically every turn. Yangus should increase Defence with Kabuff and (if available) a rune staff, until it reaches the maximum (+200). Jessica should cast Insulante. Once you have built up your Defence, reduce the boss's Defence using Sap or Helm Splitter. Jessica can also use Accelerate to ensure that the entire party always gets a hit in before the boss, and Oomph to support the attackers.

Angelo and the Hero can also perform healing duties, the latter using Fullheal or Omniheal to avoid wasting

LORD OF THE DRAGOVIANS

222

HP	8300	Attack	495	Agility	126
MP	-	Defence	228	Level	45
Item					Seed of skill
EXP	12680	Gold	0		

accumulated tension. Jessica and Yangus should also have a sage's stone. Angelo or Jessica can cast Kazing to resurrect dead characters. Note that any support spells cease to be active for resurrected characters. Remember to replenish Kabuff after about seven turns before it disappears completely and must then be restored from scratch.

The Hero should combine the Dragon Slash ability and a dragon slayer sword when he attacks. The dragon slayer is more powerful than the liquid metal sword because of the Attack bonus against dragons. If the boss's Defence drops to zero, Yangus should switch from Helm Splitter to more powerful attacks, such as Parallax. If Angelo and Jessica increase their tension to 100, they too can attack. Another advantage of super high tension is that it automatically reduces the effect of enemy hits by 30%.



THE HERO'S SECRET

After your victory, you will learn the secret of the Hero's birth and of his mouse, Munchie. Chen Mui opens the locked chest in his house and hands you the Argon ring. You can then talk to the Elders again. You have several different options at this point, including tackling Rhaphthorne one more time to unlock

the alternative ending, or heading back to the Heavenly Dais to undertake the Dragovian Trials.

Tip: You will be treated to short cutscenes if you visit the graves on the Dragovian Path (Level 4) and the Heavenly Dais (Level 1) with the ring.

THE ALTERNATIVE ENDING

When you have received the Argon ring from Chen Mui, you can see the "better" game ending, but first you must defeat Rhaphthorne as previously (see page 197). After the victory celebrations in Trodain, the action switches to Savella. You must talk to King Clavius on the balcony of the Lord High Priest's Residence. You leave the building after this conversation – prepare to be astonished at what happens in the cathedral the next day!



THE DRAGOVIAN TRIALS

After your first victory over the Lord of the Dragovians, you can undertake the Dragovian Trials. To do this, you must slog your way to the Heavenly Dais all over again and speak to the Lord. He will fully restore the party's HP and MP before battle commences. Your first contest is against the Lord of the Dragovians in his human form. If you defeat him, combat immediately ensues against a dragon. You will receive a reward if you win that clash too. You have six possible rewards to earn: if you want them all, you must battle five more times to defeat the

Lord of the Dragovians. Each time, you will first have to defeat his human form before engaging in combat with the next dragon.

If the Hero is above Level 40, you can easily win the clashes against the first dragons with the right equipment. Later, you will need two timbrels of tension and two good Monster Teams, including the Wizards o' Z (with Metaball at the head of the team). This crack unit can heal all the characters and raise the dead using Zingslinger (see page 207).

THE REWARDS**Strengthen the alchemy pot**

The alchemy pot turns into the super alchemy pot (Fig. 18), with waiting times a third of the past as each mix is ready immediately. If something is already simmering in the pot, stop the mix and start again and it will be ready instantly.

Receive a legendary team monster

The last infamous monster appears. You will find Hev at the lake south of Castle Trodain (Fig. 19). You can use him to form the team The King and Us, which can use the special attribute Maximaster.

RECEIVE A DRAGOVIAN SWORD

Name	ATK	Special
Dragovian sword	107	



18



19



The Dragovian sword is not particularly powerful; you must throw it into the (super) alchemy pot to create the best sword for the Hero.

 **liquid metal sword + Dragovian sword = Dragovian king sword**

Name	ATK	Special
Dragovian king sword	137	 Casts Kazap spell in combat

RECEIVE DRAGOVIAN ARMOUR

Name	DEF	Special
Dragovian armour	110	 Reduces damage inflicted by flame and ice attacks by 40 points

RECEIVE A DRAGOVIAN SHIELD

Name	DEF	Special
Dragovian shield	60	 Reduces damage inflicted by flame attacks by 30 points

RECEIVE A DRAGOVIAN HELM

Name	DEF	Special
Dragovian helm	50	 Increases resistance against Weak, Confusion, Asleep, Fuzie

**The Dragovian Hero**

The Hero's outward appearance changes (Fig. 20) when he wears the Dragovian armour, shield and helm.



20

Lord of the Dragovians

288 Lord of the Dragovians

HP	3000	Attack	418	Agility	152
MP	255	Defence	211	Level	50
Item					
	-				
EXP	0	Gold	0		

Before each dragon battle, you must defeat the Lord of the Dragovians in his human form. His first action is always to cast the Dragovian Seal, which usually paralyses the Hero for 3-5 turns. You can avoid this by summoning a Monster Team. Send the team back after the first turn before a monster dies. You can then summon the monsters again during the second battle.

The boss acts twice per turn. He uses normal attacks (approx. 200 HP), Thin Air (approx. 100 HP each time) and psyche up. He very occasionally uses a wave of ice to remove special effects or evokes lightning (similar to the Lightning Storm used by Angelo/the Hero). The boss can heal himself by 500 points when his HP gets too low. Your party should stick to its tried-and-trusted actions, namely using the timbrel of tension, Helm Splitter/Sap, Oomph and possibly Acceleralle. Use increased tension to hit him hard!

Vermilion Dragon

289 vermillion dragon

HP	5100	Attack	525	Agility	126
MP	0	Defence	237	Level	50
Item					
	Seed of skill (12.5 %)				
EXP	13500	Gold	0		

This dragon performs two actions per turn. He uses normal attacks (approx. 200 HP), critical hit (over 450 HP), flame breath (approx. 100 HP each time), an intimidating scream and Gigalash.

There is nothing you can do if the characters are knocked off their feet by the dragon's battle cry and have to miss a turn. It is also inevitable that critical hits will cause a character to frequently bite the dust. Gigalash blinds the characters. When blinded, you can still use actions such as Gigashash or call on a Monster Team. Spells such as Kaboom and Kaswoosh can also be cast in an emergency or you could use untargeted attacks such as Mullithrust. Otherwise it is best to increase tension and attack using Helm Splitter and Dragon Slash or Twin Dragon Lash. You can choose your first reward after the battle.



Emerald Dragon

This dragon acts twice per turn. He uses normal attacks (approx. 200 HP), critical hit (approx. 500 HP), poisons the party, paralyses or sends the party to sleep and unleashes a fierce battle cry.

A Catholicon ring is useful to increase immunity to status changes. The dragon's attacks become more and more dangerous and each critical hit is practically lethal. The "new and improved" battle cry inflicts damage on all the

290 emerald dragon

HP	8690	Attack	567	Agility	143
MP	0	Defense	75	Level	52
Item	Seed of skill (12.5 %)				
EXP	14800	Gold	0		

characters. The effect cannot be reduced using Kabuff and the increase in Defence is only useful against the conventional attacks. The dragon's Defence is very low, so reducing this value is not as vital as for other dragons.

Silver Dragon

This dragon performs two actions per turn. He uses normal attacks (over 200 HP), critical hit (approx. 500 HP), frightfully cold breath (around 150 HP each time), sends one character to sleep, casts Fizzle and wave of ice and restores 500 HP.

As the silver dragon can use Fizzle to block spells, it is vitally important that the characters have some phials of Yggdrasil dew handy. This dragon can remove all special effects using wave of ice, so it is advisable to regularly

291 silver dragon

HP	5030	Attack	597	Agility	153
MP	255	Defense	418	Level	54
Item	Seed of skill (12.5 %)				
EXP	15900	Gold	0		

weaken the effect of this extraordinarily icy breath with Insulatite (or by using an ice shield as an item). It is crucial to reduce the dragon's high Defence with Helm Splitter/Sap. These actions won't always work, but keep trying and you will eventually succeed.

Golden Dragon

This dragon acts up to three times per turn. He uses normal attacks (over 250 HP), psyche up, Kasizzle, Kaboom, Gigaglare and strange glow (the party becomes more vulnerable to spells).

If the Golden Dragon increases his tension repeatedly, watch out! No character can withstand a subsequent physical attack and if this is followed by a spell, the outlook is grim for the entire group. Angelo could try to reduce tension with Sarcastic Snigger/Chilling Chuckle, but this will be relatively ineffective owing to the dragon's three actions per turn. You can summon a Monster Team twice to ward off attacks. Remember that you can heal/resurrect using the Wizards o' Z!

292 golden dragon

HP	5560	Attack	647	Agility	171
MP	255	Defense	480	Level	56
Item	Seed of skill (12.5 %)				
EXP	16350	Gold	0		

The dragon is immune to Sap, which means that his high Defence cannot be reduced! You should use Magic Barrier to weaken the strength of his spells and counteract the strange glow. One of the characters could also use Bounce. This character can no longer be healed by team-mates using healing spells, but the risk pays off if the dragon deploys Gigaglare, as the light will reflect back on the dragon and blind him.

Darksteel Dragon

293 darksteel dragon

HP	1910	Attack	693	Agility	201
MP	23	Defence	653	Level	56
Item					Seed of shill (12.5%)
EXP		18010	Gold		0

This dragon acts up to three times per turn. He uses normal attacks (200-250 HP), Kasizzle (under 50 HP each time), meteor shower (up to 100 HP each time), blinds the party (Dazzled) and sends one character to sleep.

Although the dragon has very low HP, his Defence is unfortunately extremely high and cannot be reduced! He is immune to all spells. If the levels of the characters are around the low 40s, it is conceivable that the Hero could inflict less than 100 points of damage, even with full tension and using Oomph. If this is the case, you will have to resort to other tactics. You could, for example, have Yangus attack repeatedly using Executioner. If such an attack hits home, the Defence level is irrelevant and Yangus will inflict approximately 250-300 points of damage each time. Oomph is therefore not cast, so the other characters can concentrate on using the timbrel of tension, Kabuff, Accelerate, Magic Barrier and Kazing. In the worse case scenario, you could summon the monster teams Wizards o' Z or The King and Us, if you have already appointed the relevant infamous monster to your team.

Divine Dragon

294 divine dragon

HP	9470	Attack	699	Agility	194
MP	0	Defence	262	Level	60
Item					Seed of shill (12.5%)
EXP		19040	Gold		0

This dragon performs two actions per turn. He uses normal attacks (over 250 HP), critical hit (over 500 HP), frighteningly cold breath (up to 150 HP each time), psyche up and wave of ice.

The divine dragon is immune to Sap, but has a relatively low level of Defence. The wave of ice is not deployed very often, so you should focus on increasing tension and also build up Defence, Attack and Agility. Protection using Insulate is also crucial. If your party is strong enough and you do not fall victim to the waves of ice, you can secure the sixth and last reward from the Dragovian Trials. You can then face yet another bonus trial, but you will receive neither a reward nor experience points for this ultimate battle against eight adversaries!





Ultimate Dragon

295 ultimate dragon

HP:	7320	Attack:	912	Agility:	199
MP:	255	Defence:	307	Level:	85
Item:					Seed of skill (12.5%)
EXP:	0	Gold:	0		

The bonus trial involves fighting the Lord of the Dragovians in his seven dragon forms, one after the other. Remember that you can summon the monster team The King and Us in each battle to fully heal the party and to increase Defence. Each of the famous dragons has approximately 50% of their normal HP:

- + Lord of the Dragovians: 3000 HP
- + Vermilion dragon: 2550 HP
- + Emerald dragon: 4660 HP
- + Silver dragon: 2520 HP
- + Golden dragon: 2780 HP
- + Darksteel dragon: 955 HP
- + Divine dragon: 4730 HP

The ultimate dragon performs up to three actions per turn. He uses normal attacks (over 300 HP), psyche up, fire and ice breath, intimidating scream, Magic Burst, MP regeneration and wave of ice.

The final dragon is the most dangerous enemy in the game and his increased tension inflicts substantial damage. It is crucial that you use Insulafe after every wave of ice. The most dangerous attack is the Magic Burst: the boss uses up his entire MP in one attack, inflicting over 200 points of damage on each character. Owing to his ability to regenerate MP, he can mount these attacks more frequently. As he has up to three actions per turn, any attempt to reduce the dragon's tension with Angelo's Sarcastic Snigger/Chilling Chuckle will be practically useless. Basically, you must try to psyche the Hero's tension up to as high a level as possible, so that he can then strike with Dragon Slash, supported by Oomph. It would help if all the characters were at Level 50 or above.

Reward for your Efforts

There is no reward for victory over all incarnations of the Lord of the Dragovians, but the Ultimate Dragon will be added to the Defeated Monster List. When you have completed all 295 entries, you will receive a little token from King Trode the next time you look at the Defeated Monsters List: the gospel ring, which you can use to eliminate all random combat when wandering around the world.



Index

Looking for a particular piece of information? Puzzled by in-game terminology? Fear not! The index below has over 350 entries designed to help you find your way. Green page numbers represent maps, which are always accompanied by a list of items located in the corresponding area and, of course,

the relevant gameplay help. Orange page numbers denote the Secrets chapter, and red page numbers indicate the Top Secret section. Important: the orange and red page numbers point to plot "spoilers".

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KEY

-  Unlocked
-  Thief's key
-  Magic key
-  Ultimate key





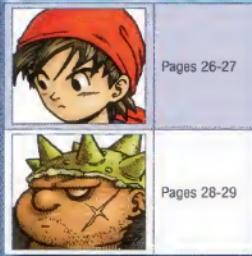
KEY

 Inn
 Armour shop
 Item shop
 Weapon shop
 Church
 Pub
 Bank
 Well
 Sack
 Pot
 Barrel
 Cupboard
 Chest
 Locked chest
 Other
 Checkpoint

 Item obtained from a person
 Item obtained from a bird
 Fresh milk from a cow
 Infamous monster
 Daytime only
 Night-time only

 Start point in the dungeon/landing place
 Boss's location in the dungeon
 Lever
 Connection between maps
 Alchemy pot recipe

CHARACTER INFO



WORLD MAP



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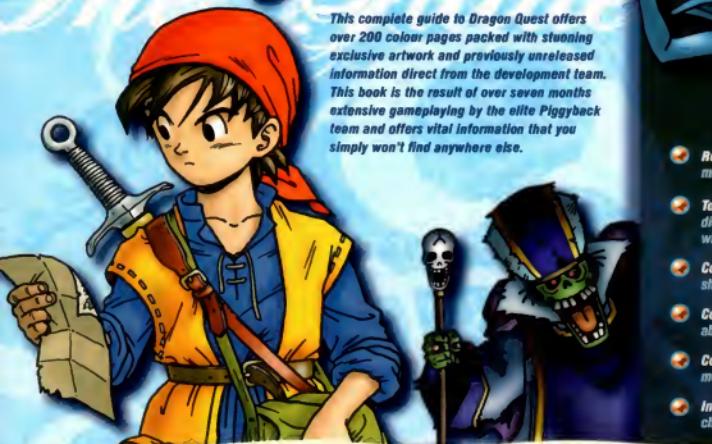
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